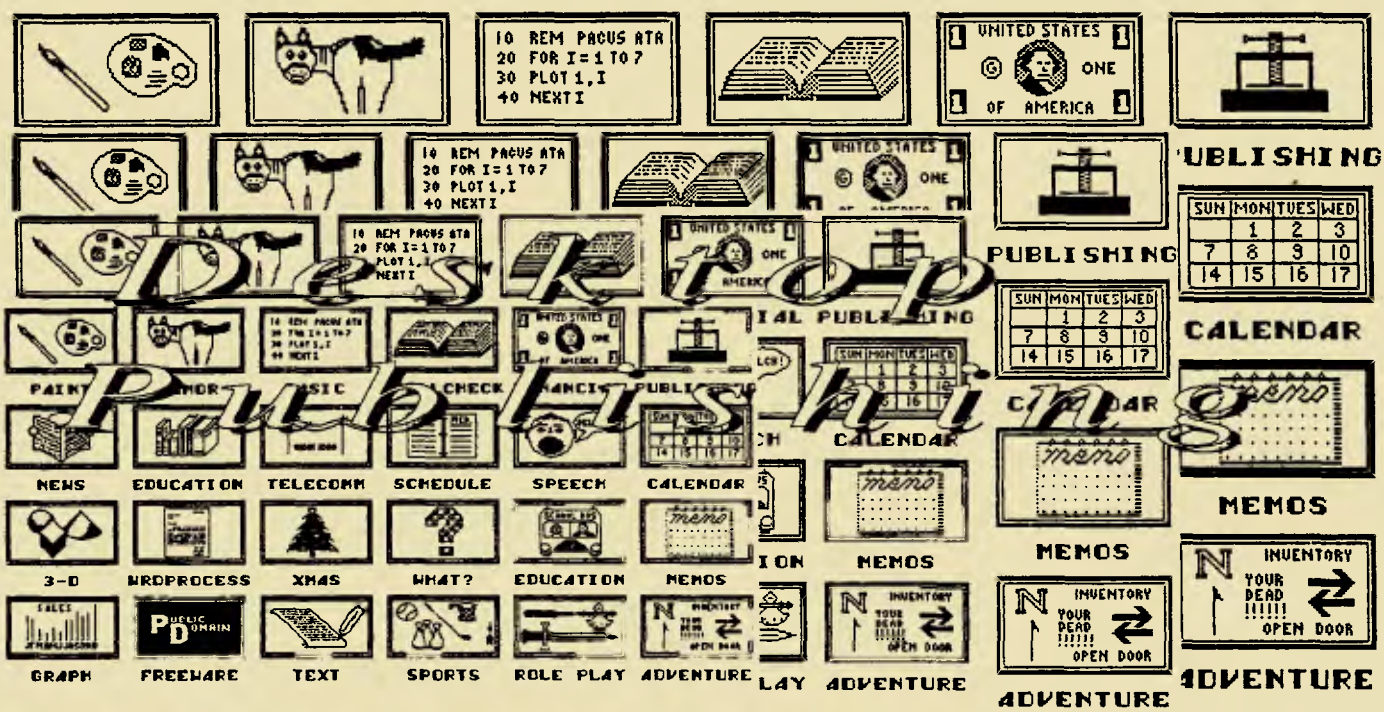
MAG

THE AUSTRALIAN ATARI GAZETTE

$4.00

April 1991

14th April 10:30am start.



This month we look at a variety of desktop publishers

MACE BBS: (03) 764-1185 24 HOURS 7 DAYS A WEEK

Monthly Journal of the MELBOURNE ATARI COMPUTER ENTHUSIASTS INC.
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Contributors

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Paragon Computers (WA)
Dennis Palumbo (USA)
Z-Net (USA)

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MACE Meetings

Dates	Themes
14th April	Desktop Publishing
12th May	Midi Packages
9th June	Printers & Programs
14th July	AGM- Elections / Games
11th August	
8th September	
13th October	Rummage Sale
10th November	
8th December	Annual BBQ

This month'sTopics:

Desktop Publishing

MACE 1982- 1991

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Copy Deadline

for MAY 1991 issue:

14th APRIL 1991

Meetings start at **10:30am** in rooms R2/3 in Rotunda building,
Monash University, Clayton.
Please bring a plate of goodies for coffee

MACE Inc. - General Information

Australian Atari User Group Contact

ADELAIDE ATARI COMPUTER CLUB
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Magazine: FEEDBACK

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Atari Connections

Atari Computers Pty Ltd- Sydney
376 Lane Cove Rd, North Ryde. 2113. N.S.W.
Ph: (02) 805-0344
Atari Computers Pty Ltd- Melbourne
484 Swan Street, Richmond 3121.
Ph: (03) 429-2833
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Atari Corp. U.S.A.
P.O. Box 3427. 1196 Borregas Ave,
Sunnyvale, CA. 94088-3427. BBS: 408-745-5308
Atari Consumer Relations
P.O. Box 61657. Sunnyvale CA. 94088.

Magazine Printing

Laser Printing:
K.I.P. COMPUTERS & MEGA-TECH.
BAYSWATER (03) 729-7939

MACE FAX CONTACT NUMBER

(056) 281-407

MACE Committee , Special Interest Group and Co-ordinators phone numbers.

(ring between 7pm and 9pm only, please as they need their sleep and they have volunteered for these positions).

President:	Neil Watkins	(056) 281-205
Vice President:	Ron Cork	(03) 763-6497
Secretary:	Andrew Plukss	(03) 439-7997
Treasurer:	Paul Watkins	(03) 729-7939
Member Reps and Liaison Officers:		
	Dick Kellett	(03) 802-7414
	Bill Cooney	(03) 546-9181
8 Bit Librarian	Graeme lamb	(03) 309-3746
16 Bit Librarian	Tehn Yit Chin	(03) 785-2652
Book Librarian	Ian Connor	(03) 797-9411
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Fund Raising	Owen Brown	(03) 877-2020
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Magazine Mailout:	Paul Watkins	(03) 729-7939
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Games SIG:		
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Hardware SIG:		

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Quarter page	(60mm x 185 mm)	$15..00
Half Page	(125mm x 185 mm)	$20.00
Rear Page	(255mm x 185mm)	$40.00
Inner Page	(255mm x 185mm)	$40.00
Full Page	(255mm x 185mm)	$35.00
Two Facing Pages	(255mm x 380mm)	$80.00
Business Cards:	(50mm x 90mm)	$50.00

(Business cards for 11 issues)

Commerical ads: 60cents per line.
Non commerical ads for MACE members: Free
If artwork and/or bromide is required, then additional fee(s) will be charged.

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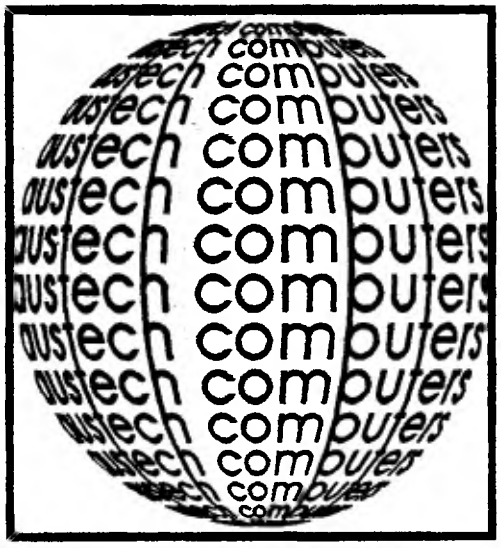

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Editor's Message

MONTHLY THEMES:

APRIL	Desktop Publishing
MAY	Midi Packages
JUNE	Printers and Programs
JULY	Games

This month sees our Desktop Publishing enthusiasts come to life. If you are interested in this field of computing then come along to the next meeting. There will also be an indepth session at Austech Computer looking at the finer points of desktop publishing in the afternoon. If you are wanting to come along to the later session, you will have to contact me by Friday 12th April as there are only a few places left.

We would also like to remind members that each meeting is not just the committee getting up and doing a song and dance. The club is meant for your benefit and we would like to encourage all members to bring along those items of interest that could infact spark a whole new approach to computers.

Iam reminded of a session we had years ago of tyring to invent the idea joystick. There were inventions from a disk box joystick to the indestructible joystick you could jump on and not even hurt.

It is these type of sessions that add to the flavour of the club. We are presently seeing many a program being developed that have come from a need, hence individual members are now striving to meet that need.

Within the next few months we have set a number of themes, please take note of these and offer your thoughts and experiences.

Best of computing and see you at the next meeting.....

Neil.

Annual general Meeting
14th july 1991
CALL FOR NOMINATIONS

The following positions will become vacant at the next Annual General Meeting on the 14th July 1991.

President
Vice President
Secretary
Treasurer
MACE Member Reps (2)

If you would like to stand for one of these positions please fill in a nomination form. A call for these positions will also be taken at the next April meeting.

If you have any enquiries, please contact the President on (056) 281-205

TREASURER'S REPORT

It is now April, and the club will be holding the annual general meeting in July this year instead of June. That's only a bare three months to think about whether you are considering nominating yourself for a position on the committee. The reason I mention this is that as you may have heard at the last club meeting is that the whole committee presently standing will be standing down at election time - myself included, and so nominations will have to be called for this month.

Speaking for myself, I feel that 5 years in the committee in the same position is long enough - and it's time to give someone else a go.

For a someone who feels that being a member of an organising group is daunting, I know exactly how you feel. I was in the same position 5 years ago. I nominated for the position of treasurer only a year after joining the club(only because no one else was willing to stand). I knew nothing about keeping account books, but soon learnt after a crash course of about 5 minutes.

So whether you are considering a position, you can rest assured that if help is required, there will be someone who has "been there, done that" only too willing to assist.

My position does involve doing a few things like keeping books, updating the membership database,picking up magazine from the printer, organising mailout of magazines, bagging magazines (with the help of others) & doing the banking. It may sound like heaps, but believe me takes up only a small portion of your life!!

So take a few moments to think about it between now and then.

Now on to the usual thing treasurer's do.

MARCH PAYMENTS

PRINTING OF MAGAZINE	$ 442 .00
POSTAGE	$ 140 .90
PO BOX RENTAL & BANK CHARGES	$ 60 .90
REFRESHMENTS	$ 14 .99
STATIONERY(PURCHASE OF PLASTIC BAGS)	$ 600 .00
SUNDRIES (PURCHASE OF EQUIPMENT FOR 8 BITTERS)	$ 100 .00
TOTAL	$1358 .79

MARCH RECEIPTS

M/SHIP FEES	$ 975 .00
LIBRARY	$ 82 .00
FUND RAISING	$ 23 .50
ADS IN MAG	$ 35 .00
SALES OF MAGS	$ 8 .00
SUNDRIES(REFUND FOR PLASTIC BAGS)	$ 270 .00
BBS REGO'S	$ 10 .00
TOTAL	$1403 .50

Current balance at the end of March was $5258.29

Paul

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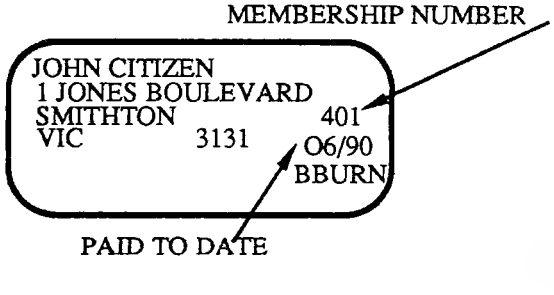

Dennis Palumbo
104 Barrymore Blvd.
Franklin Square, New York 11010
(516) 352-5605

January 28, 1991

Dear Atari User Group,

I would like to introduce myself. I design the finest, high quality fonts available for PageStream and Calamus. To demonstrate this high quality, I have enclosed printouts of each font, printed at 300 DPI on a Hewlett Packard Deskjet printer. Also included is a screen prinout showing the much improved screen resolution obtainable by using my 36 point screen fonts. The best other companies offer are 24 point screen fonts.

The fonts are available in PageStream and Calamus format. I am making a special discount offer to all User Groups for quantity orders placed at one time, prices as below:

PAGESTREAM FONTS	*No. Disks Ordered*	*Price/Disk*	*+ Postage and Handling*	*Discount*
List price $34.95	11 or more	$15.95	$4.50	54.4%
	9 - 10	$17.95	$4.00	48.4%
	7 - 8	$20.95	$3.50	40.1%
	5 - 6	$23.95	$3.00	31.5%
	3 - 4	$26.95	$2.50	22.9%

CALAMUS FONTS	*No. Disks Ordered*	*Price/Disk*	*+ Postage and Handling*	*Discount*
List price $29.95	11 or more	$11.95	$4.50	61.1%
	9 - 10	$13.95	$4.00	53.3%
	7 - 8	$16.95	$3.50	43.5%
	5 - 6	$19.95	$3.00	33.4%
	3 - 4	$22.95	$2.50	23.4%

Quantity orders can be combined, for example:

4	PageStream Disk 1	$15.95 x 4 = $63.80
3	PageStream Disk 2	$15.95 x 3 = $47.85
3	Calamus Disk 2	$11.95 x 3 = $35.85
2	Calamus Disk 3	$11.95 x 2 = $23.90
		$171.40
	Postage	$4.50
	Total	$175.90

Disk 4 is almost completed and will consist of Garmond, Garmond Light and probably Garmond Bold. This disk should be released in about one month. You can see a preview of one of the new Disk 4 fonts, the type on the outside of the envolope this letter came in is printed using the new Garmond font. Also in the works are conversion of all font disks to type 1 font format for use with PageStream version 2.1 and IBM computers. Anyone who has purchased my PageStream fonts will be able to update their fonts to the newer type 1 fonts, when available, at a small nominal fee.

If you would like to examine my fonts before buying, there are demos posted on GEnie. The files and discriptions are listed on the back of this letter, along with what users of Dennis Palumbo's font are saying.

Fonts come with a 90 day warranty and your satisfaction is guaranteed or your money back. Money Order payments shipped next day. Sorry, no credit card orders.

Sincerely,

Dennis Palumbo

Dennis Palumbo

PAGESTREAM FILES - SOFT-LOGIK ROUNDTABLE

File Name	*GEnie File No.*	*Description*
GALYA_OD.ARC	661	Gallya Ornamented Demo Font
KOOPERD.ARC	666	Kooper Black Demo Font
PLAEBLD.ARC	716	Plaebill Demo Font
HELV_36.ARC	503	36 Pt. PD HELVETIC Screen Font and Demo
BSKTVLED.ARC	662	Basketville Demo Font
GALLYAD.ARC	667	Gallya Demo Font
BORDERD.ARC	718	Decorative Borders Demo Font
TYME_36.ARC	540	36 Pt. PD TYME Screen Font and Demo
HELV_LGD.ARC	663	Helvetic Extra Light Demo Font
CASSLOND.ARC	668	Casslon Demo Font
FRACTND.ARC	717	Fractions Demo Font
COLMB_36.ARC	719	36 Pt. PD COLOMBIA Screen Font and Demo

CALAMUS FILES - ATARI ST ROUNDTABLE

File Name	*GEnie File No.*	*Description*
GALYA_OD.ARC	17158	Gallya Ornamented Demo Font
KOOPER_D.ARC	17160	Kooper Black Demo Font
PLAEBILD.ARC	17207	Plaebill Demo Font
BSKTVLED.ARC	17153	Basketville Demo Font
GALLYA_D.ARC	17157	Gallya Demo Font
BORDER_D.ARC	17154	Decorative Borders Demo Font
HELV_LTD.ARC	17159	Helvetic Extra Light Demo Font
CASSLOND.ARC	17155	Casslon Demo Font
FRACTOND.ARC	17156	Fractions Demo Font

WERE TO FIND REVIEWS OF DENNIS PALUMBO'S FONTS

ST Informer, May 1990, Page 22-23, Disks 1 and 2
Radical Type, July/Aug. 1990, Page 9-10, Disk 1
Radical Type, Nov./Dec. 1990, Page 13-14, Disk 2
STix DataFile Journal, May 1990, Page 8, Disks 1 and 2

THIS IS WHAT USERS OF DENNIS PALUMBO'S FONTS ARE SAYING

"These fonts are outstanding! Superb! I can recommend Dennis's fonts without qualification. They are Terrific!" *Chet Walters, ST Informer, May 1990*

"I am quite satisfied with the quality of the typefaces and the attention that Mr. Palumbo pays to his customers. The faces are faithful renderings of classic type, easily equal to their ITC or Adobe or Compugraphic counterparts... All in all, quite a bit of punch for the price. I can highly recommend Dennis Palumbo's font products. Four Stars Plus." *Jay Ford, Editor, STix Data File, May 1990*

"These fonts are superb! Real works of art!" *Paul Holbrook, Stoutsville, Ohio*

"By the way, I want to mention, the faces are of very good quality. 'Basketville' is as good as any of the built-in, licensed faces I have... Keep up the excellent work! I plan to buy many more disks from you." *Tom Ness, Ferndale, Michigan*

"All your fonts are GREAT, please keep new ones coming." *Charles C. Montgomery, Richmond, Virginia*

"Just received your font disk #1 and am really pleased with it. Enclosed is my check for your font disk #2 with Decorative Borders." *Palmer Senn, Charlotte, North Carolina*

"Your fonts are the best for the money!" *Marvin Leventhal, Broadview Heights, Ohio*

"They have the professional touch." *Joe Fatta, Dickinson, Texas*

"The font design is outstanding; many of the fonts I've ordered elsewhere (aside from having only fair to good outlines) had limited character sets, no PostScript files, and only a 12 pt. screen file, making their use rather limited. Your outline design, in fact, I found to be superior to those included with Corel Draw." *Jay Ford, Nicoma Park, Oklahoma*

PAGESTREAM™ FONTS

For Atari ST™ and Commodore Amiga™ Computers

Font Disk 1

Gallya Plaebill
Ornamented
Kooper Black

Bonus 36 point Helvetic screen font for truer WYSIWYG

Font Disk 1 Includes:

- Three professional high quality PageStream™ fonts as shown above including upper case, lower case, numbers, punctuation, foreign and special characters for both Atari ST™ and Commodore Amiga™ computers.
- Dot-Matrix Printer Fonts - *.DMF.
- 12, 24 and 36 Point Screen Fonts - *.12H, *.24H and *.36H.
- Font Metric Information Files - *.FM.
- Each font includes its own defined kerning pairs table.
- Downloadable PostScript Code Files - *.PS.
- PostScript Header Files - *.PSF.
- Sample document (*.DOC) to show the truer WYSIWYG resolution of Gallya Ornamented, Kooper Black, Plaebill and Helvetic 36 point screen fonts.
- Each font contains a minimum of 184 characters and all characters in each font were designed specifically for that style of type.
- Fonts are registered with Soft-Logik Publishing Corporation™.
- Fonts are compatible with UltraScript™.
- Directions to install fonts.
- Registration card for free software updates.
- Fonts come with a 90 day warranty and your satisfaction is guaranteed or your money back.
- Special Introductory price of $29.95 US, Postpaid.
- No COD's, Outside U.S. add $2.00 U.S. extra for shipping.
- Quantity discounts available.

For more information, printout of fonts and screen dump showing the improved resolution using 36 point screen fonts, send a self addressed stamped envelope to the address below.

Copyright 1990

Dennis Palumbo
104 Barrymore Blvd., Dept. D
Franklin Square, New York 11010

Disk 1

Dennis Palumbo
104 Barrymore Blvd.
Franklin Square, New York 11010

Disk 2

ABCDEFGHIJKLMNOPQRSTUVWXYZabcd
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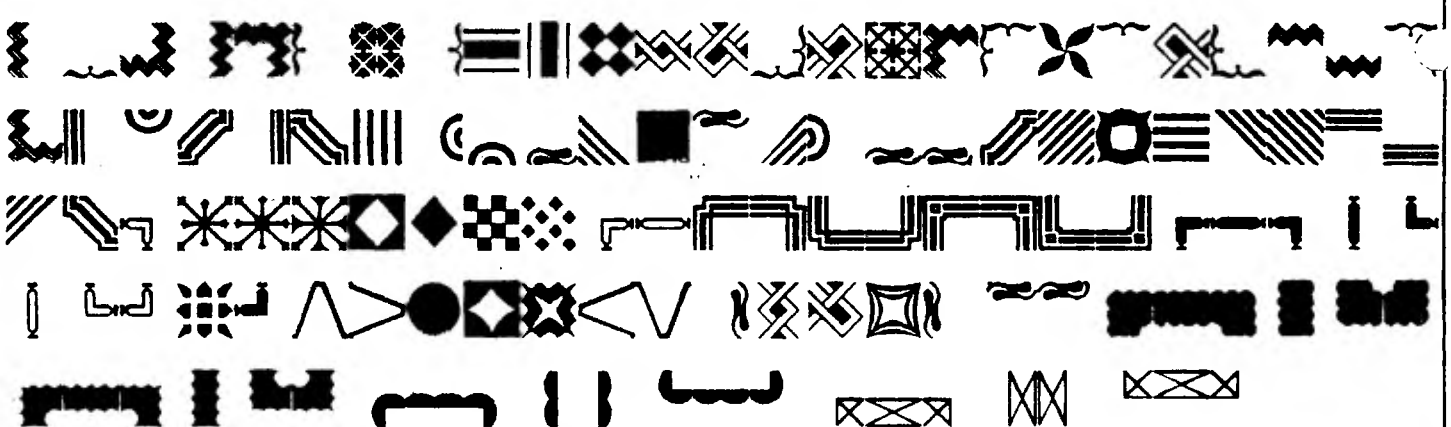

Decorative Borders

Dennis Palumbo
104 Barrymore Blvd.
Franklin Square, New York 11010

Disk 3

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Dennis Palumbo
104 Barrymore Blvd.
Franklin Square, New York 11010

Screen printout of Disk 2 - 24 point screen fonts

Screen printout of Disk 2 - 36 point screen fonts

Screen printout of Disk 1 - 24 point screen fonts

Screen printout of Disk 1 - 36 point screen fonts

THE Accessory/Utility package for the Atari !!

Yes, the latest version of Supermon really is THE most comprehensive package you can get for the Atari. Forget all those Autorun programs. Forget the 6 Accessory limit, or those programs you now run to allow either a choice of Accessories or more than 6. Forget about worries of how much memory do I lose to all my little programs and accessories. Forget also about struggling with awkward and limited debugging/developing tools. SUPERMON does the lot !!!!!!!

If you doubt that claim, look at these features:

Worlds most **intelligent** and easy to use FORMATTER tells if you haven't changed disks, if you try to format more tracks than your drive can handle. Gives fast format both 9 and 10 sectors per track and MARKS OFF bad sectors in the FAT, allowing damaged disks to be used normally !!

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Will report the **mouse X and Y** position in single pixel increments!

Will move your hard disk heads over the "safe" zone automatically!

A Calender/message/alarm capability allows **multiple alarm settings** and will make sure you never again forget an appointment, birthday or anniversary.

The ultimate RAMDISK. (With auto load facility)

MULTI TASK between 2 programs at will !!

PLUS: All your favourite accessories such as Mouse trap, print spooler, Free Ram, time display, restore and rename files, Disk parameter display, memory tester and more !!!

FOR THE PICTURE COLLECTORS: 3 different ways to save a screen to disk (Degas) or printer, from the well known Snapshot feature to a special mode for programs which insist on cold booting.

FOR THE DEVELOPER/PROGRAMMER/HACKER: Supermon not only intercepts all system crashes, but allows running your program either multitasking with Supermon, or completely under Supermons control. Function by function display shows all calls, parameters, registers, pointers etc. etc. Probably the most powerful development tool yet!! Includes **SYMBOLIC DEBUGGER.**

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ISSUE 1 & ONLY

Letter to the Editor of Desktop Magazine

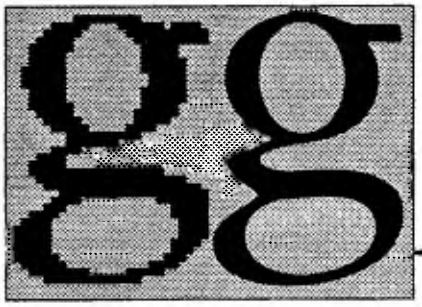
Dear Editor,

My partner and I operate a small advertising agency producing designs for a diverse range of clients and and an equally diverse range of job specifications. All text entry, typography, design, scanning and proofing are handled in-house using desktop publishing, and carried out not with PC's or Macs, but with Ataris, using tools such as Calamus and Outline Art.

I am putting pen to paper to assure other professional Atari users that they are not all alone out there, and to enlighten others to the power offered by this surprisingly unheralded DTP dynamo.

Unfortunately the polarisation of the DTP market towards PCs and Macs is an exponential phenomenon which is effectively eclipsing developments that occur on alternative hardware platforms.

Thankfully, in Germany where most of the professional Atari applications originate, Atari's market share is considerable, ensuring strong ongoing development and remarkably innovative and stable products. The 'down side' to this is the wait involved while international distributors translate the German into English and reprint instruction manuals etc.

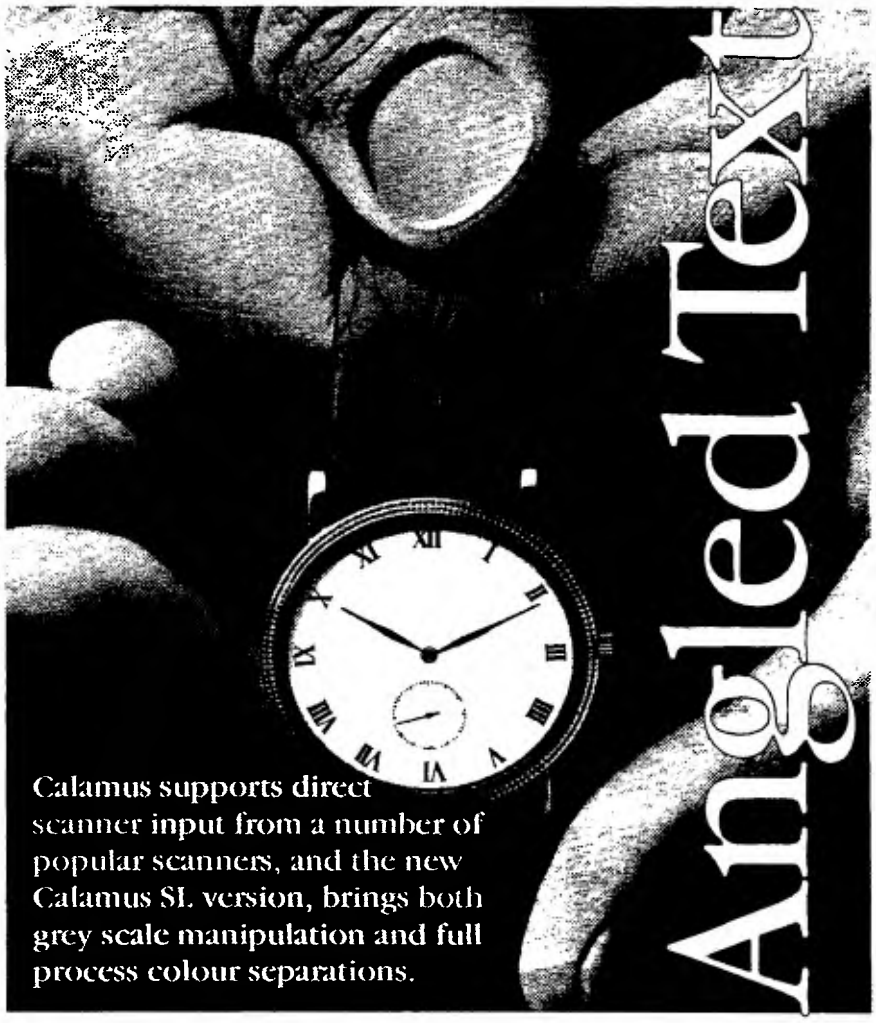


Calamus (developed by Ditek of Germany, and distributed by ISD, Canada) is the core of our working environment, and the Atari Mega range with its system (1.4) and GUI in ROM make the combination a joy to use.

Calamus was the *first* DTP package operating on *any* hardware platform that employs the same scaleable (Agfa Compugraphic) vector fonts for both screen and printer (up to 999pts.) offering the first *true* WYSIWYG screen display...

And this software was available over the counter in Australia when ATM was just a twinkle in Adobe's eye.

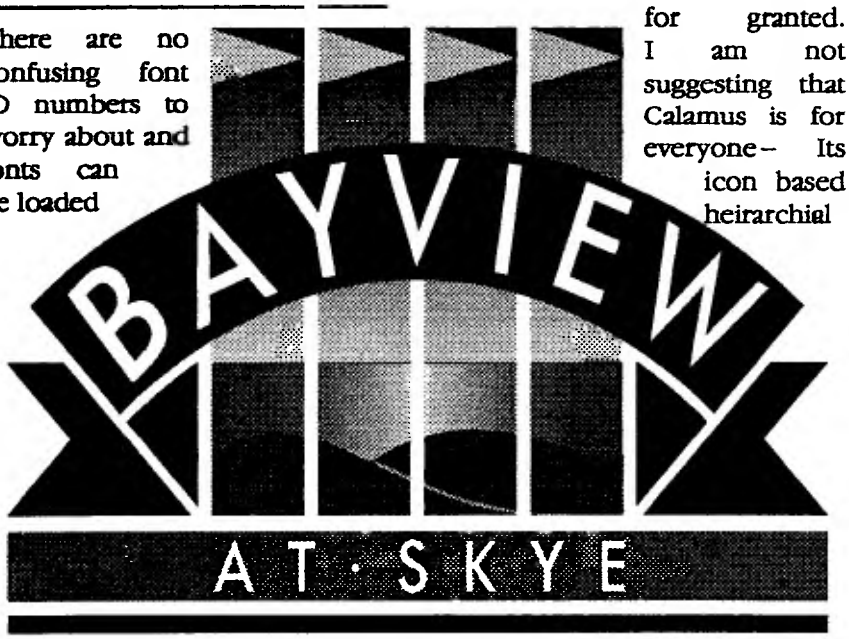
User definable, single keystroke macros store paragraph tags that include font, style, size, leading and tracking information...
and in fact every conceivable



Calamus supports direct scanner input from a number of popular scanners, and the new Calamus SL version, brings both grey scale manipulation and full process colour separations.

function of the program other than mouse movements can be assigned to key–combination shortcuts and may be saved to disk and reloaded automatically on booting up.

Vector Illustration is a breeze with Outline Art



There are no confusing font ID numbers to worry about and fonts can be loaded and dumped at will. No awkward kerning pair tables - Optimum negative space areas are invisibly plotted around each character creating perfect relative spacing of all letterforms, and even this can be adjusted using manual and automatic kerning and tracking controls.

In addition to the powerful typographic controls, an optional font editor offers the possibility of creating custom fonts, dingbats and graphic images by plotting vectors and bezier curves over captured bit image templates. This is great for flexing your creativity or can be used to build up your font library without extra expense. (See my version of 'Franklin Gothic' – Article headline).

Perhaps one of its most awesome features is perfect resolution independent output to any printer from the humble Epson 9 pin compatibles to the 2,400 dpi Linotronic Imagesetter... *All this without the need for post-script,* and all at lightning speed.

So many times I have heard about a brand new feature that has been added to Pagemaker, Ventura or XPress only to realise that it is an established Calamus feature that I have been taking for granted. I am not suggesting that Calamus is for everyone – Its icon based heirarchial interface is less than intuitive, bureau support has been non-existent, and up until Calamus 'SL' (released this year) we have had access to neither grey scale manipulation, nor process colour separation and still hunger (in Australia) for autotracing raster images to vector format.

Nevertheless, there is little that cannot be accomplished by the Atari user with these tools and if for some reason, one wished to defect to Pagemaker or XPress, the Atari running as a Mac (under Spectre GCR emulation) will outrun a Mac SE and is totally compatible.

I am not on a quest to convert DTP users to the Atari or to Calamus, but I would encourage serious newcomers, for their own benefit, to investigate beyond the obvious. I do thoroughly enjoy your publication but would dearly love to see more editorial coverage specifically aimed at the Atari.

Keep up the good work.

Simon Kingsford
Kingsford Goyen
Advertising
21 Aristoc Road
Glen Waverley, 3150.
Tel: (03) 550 1856

B/W images scan beautifully ►

Text was entered via Calamus' own built-in text editor and flowed into a newsletter template I had prepared beforehand.

Wristwatch Illustration was scanned from a magazine advertisement at 400dpi using a Migraph Hand Scanner and re-touched in Migraph's 'Touch-Up'.

*This is probably breaching copyright and should not be re-published). Vector Illustration 'Bayview' was produced in Calamus Outline Art, and Designews front page miniature is simply a screendump in *.IMG format.*

A Review of the STAR NX1000 Multi-Font Printer

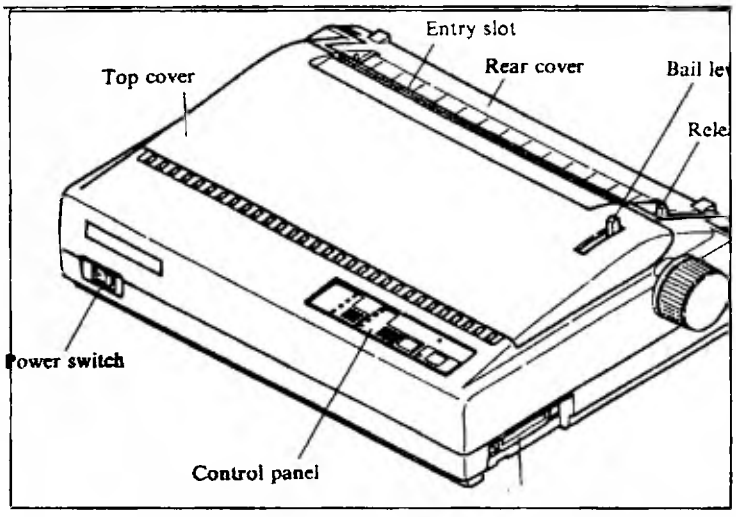
Or .... The True Confessions Of A Sane Man Gone Mad!!

by Paul Watkins

One of the great things about writing product reviews for club magazines and not commercial magazines, is that you don't have an editor looking over your shoulder asking you to go easy because the magazine can't afford to lose the advertising. It sometimes makes you wonder just how aboveboard these reviews really are!!

So what's all this leading up to? Well this time it's Star printers turn to catch the flak. But before I put them down, perhaps a little history might be beneficial.

A little over a year ago the club needed two printers for committee member use, one for the editor, the other for myself to carry out my duties - that being to print membership listings and mailing labels for magazines each month as my own personal trusty Super 5 had been doing for four years. After an initial altercation with Star because of an article in this "mag", it was decided to approach them to buy two. But then a proposal was put forward to buy one and "con " the other out of them. We were successful, Star came to the party and donated one to the club.



So what we got were two Star NX-1000 MULTI-FONT printers. At first glance they are quite a nifty little job - compact, light, come loaded with features such as forward and reverse micro feed and a choice of three different fonts - courier, sanserif and orator in NLQ (near letter quality). Another nice touch is a single sheet feeder, although only one sheet can be in the feeder at any time.

Other features when printing in draft mode are a combination of condensed print with pica, elite and proportional print. A well thought out control panel with indicator LEDs lets you know exactly what mode you are in. So far I have no trouble with with the abovementioned features.

On the slightly down side is, I thought, there was no tear bar on the platen. This has always been a handy little feature when you want to tear the paper off where it stopped printing, instead of having to advance it to the next paper perforation. The second downer is the placement of the centronics socket for connection to your computer. It's on the right hand side near the front. While this may be handy if you have to change the plug numerous times, it's out of place from an aesthetic point of view with an ugly cable hanging out and staring you in the face.

Ok. By now you are probably asking "What's he's big beef with the damn thing?"

My problems started the first night I had to print labels for the mailout . After one or two pages of the fanfold paper had passed the print head, the paper seemed to stall. I examined the sprocket holes in the paper and found that they were torn. At the time, I assumed that maybe I had misfed the paper onto the sprockets of the tractor feed, or didn't tension the sprockets to the proper paper width. So I reloaded it and proceeded to print again. Same thing happened two or three times later.

Now I was becoming "slightly frustrated", in fact so "slightly frustrated" that at this point the new Star nearly flew out the window at record speed. I even went back to my trusty Super 5 to finish that nights printing. But I couldn't let it lie at that, and was determined to trace the problem. Further investigation revealed the problem.

One fact that I didn't tell you before was that this printer is a push feed rather than a pull feed. In other words, the tractor sprockets are behind the platen. So what happens is the paper is fed through the sprockets (from the back of the printer), then pushed up and around the platen to the print head, rather than the conventional way of pulling the paper from the platen after the print head.

So the problem seems to be that, just the sheer weight of the paper is just too much to be pushed through. Another contributing factor that doesn't help is the bail (which replaced the tear bar). This is the small bar which keeps the paper flat against the platen. The problem here is that if there is a small crease in the paper, it catches on the rollers on the bail. The problem isn't just confined to label paper, but to ordinary fanfold as well. I've alleviated this annoyance somewhat by lifting it up out of the way.

However the pushing difficulty still remains and there seems no way around it. I have tried different positions (and even with the printer too!!)- but too no avail. The only way to ensure a proper print is to hold the paper with a slight tension so that it doesn't jamb. This is a tedious job, but neccesary under the circumstances.

So in conclusion I have a few points to make -

1. When I buy a printer, I expect it to do the basics a printer is meant to do - feed the paper through without all the hassles I have mentioned here. (Lucky the club got a 2 for 1 deal, other wise we would've wasted $450 or so)
2. If you think this is an isolated case, our editor has the same problem.
3. Some people prefer the push feed because it doesn't waste a single sheet of paper as the pull feed does before you start a print. Well I prefer the pull feed because it only wastes one sheet compared to the ten or so I know I'm going to waste using the push feed.
4. I would hope that STAR reviews their design of push feed printers.
5. I strongly advise anyone contemplating buying a printer to check out it's characteristics if they intend printing mailing labels or any length of fanfold paper.
6. Avoid the STAR NX1000 multi-font printer. And
7. If I had the choice between the $450 STAR and a decent $3000 laser printer, I'd spend the extra $2550 - no questions asked!!!!!!!!!!!!!!!!!!

and

8. In the meantime (or at least after the end of my treasurer's term) I'll go back to my Super 5 and maybe consider a laser!

Extenders Check List

Tips and Tricks for ST Owners

1-999	Superbase index files
3D,3D2	CAD-3D object
ACC	Active desk accessory
AC/ACX	Inactive desk accessory
ADO	Cyber Paint movement file
ALT	WordPerfect alt-key definition
APP	Gem application (IBM)
ARC	Archive file
ART	GFA Artist picture
ASC	ASCII file
ASM	Assembler source code
BAK	Backup file
BAS	Basic file
BAT	Batch file
BIN	Binary object file
BL1-BL3	DEGAS block pattern
BRU	DEGAS brush
C	C source code
CAL	Swiftcalc worksheet
CEL	Animator ST cel file
CFG	Printer configuration file
CMD	dBMAN program file
CNF	Flash Configuration file
COL	Animator ST color map file
DAT	Data file
DBF	dBMAN database file
DEF	Flash function keys definitions
DEF	Resource companion file
DFL	LDW Power defaults file
DFN	Resource companion file
DIC	Dictionary file
DIR	Flash file directory
DLT	Cyber Studio delta animation
DMF	Data Manager ST database file
DO	Flash micro file
DOC	Text document
DTP	Publisher ST document file
DUP	Backup file (Duplication?)
FIL,FI1FI2	DEGAS fill pattern
FLM	GFA Artist film file
FNT	Font file
FRM	Regent Base II form
GEM	GEM VDI graphics metalfile
GFA	Tokenized GFA BASIC 30 program
GFF	GFA Artist fill pattern file
GFT	GFA Artist font
GPH	VIP Professional graph
GRA	Data Manager ST graph file
GRF	Data Manager ST graph data file
H	C include file
HEX	1st Work Plus hex printer driver file
HLP	Help file
HYP	Publisher ST hyphenation dictionary
IMG	GEM bit-image file
INF	GEM information file (e.g: Desktop. INF)
INI	Microsoft Write information file
INP	LINK68 input file
KEY	Fleet Street Publisher key macro file
LD_	LDW Power backup spreadsheet
LDP	LDW Power print file
LDW	LDW Power spreadsheet
LOG	LOGO file
LST	Output listing
MAC	Macro
MAN	Manual
MSK	Animator ST mask file
NEO	NEOchrome picture file
O	Linkable object file
OVL	Overlay file
PAG	Fleet Street Publisher page file
PAL	Spectrum 512 color palette
PAR	Parameters file

PAT	Easy Draw pattern file
PAS	Pascal source code
PC1-PC3	Compressed DEGAS file
PER	Word Writer personal dictionary file
PFT	Publishing Partner printer font file
PRD	Microsoft Write printer file
PI1-PI2	Uncompressed DEGAS file
POL	Animator ST polygon file
PRG	Excutable GEM file
PRN	Printer definition
PRT	Printer definition
ROI	GFA Artist run-only interpreter file
RSC	GEM resource file
RSH	Resource source file
S	AS68 assembler source file
SBD	Superbase file format info
SBF	Superbase date file
SBK	Superbase function key file
SBL	Spectrum 512 picture buffer file
SBP	Superbase program file
SBQ	Superbase query file
SBT	Superbase text file
SBU	Superbase update file
SBV	Superbase form
SCR	Animator ST script file
SDF	Standard database format
SEQ	Cyber Paint Compressed sequence animation
SID	Swiftcalc sideways file
SLV	Publisher ST slave disk path file
SNG	Music file (Digi-Drum, EZ-Track & Music Studio)
SPC	Spectrum 512 compressed file
SPD	A-Calc Prime Worksheet/ Anispec Spectrum 512 delta
SPL	ST Replay sound file
SPN	CAD 3-D Spin template
SPR	GFA Artist sprite file
SPU	Spectrum 512 uncompressed file
STG	LDW Power sideways setting file
STR	Animator ST strip file/ Publisher ST error messages
STW	ST Writer file
STY	Publisher ST style sheet
SW	Swiftcalc font file
SY1	GFA Artist title screen date
SYM	Symbol table
SYS	System file
TNY	Tiny picture file
TOS	Executable TOS file
TRN	Flash translation table
TST	WordPerfect test files
TTP	Executable TOS-takes-parameters file
TWO	Base Two database file
TXT	ASCII or ST writer file
UD0-UD2	WordPerfect undo
VDF	Data Manager ST report format file
WID	Publisher ST font/system configuration
WKS	VIP Professional/ Lotus worksheet
WP	WordPerfect system files
WPC	WordPerfect color system file
WPM	WordPerfect mono system file
WRK	Word Writer print spool file
XTR	CAD 3-D Extruder template
ZBX	Zoomracks database backup
ZRX	Zoomracks database

Editor's Note: If anyone knows of other meaning to extenders, please drop us a line and we can include them in a future issue.

Leisure Suit Larry 3

Passionate Patti in pursuit of the Pulsating Pectorals

Sierra weren't the first company to put a touch of risque humour and suggestive scenarios into computer games, but there is little doubt that they have been the most successful exploiters of this genre with their popular Leisure suit Larry series of graphic adventures. This review gives a complete solution to the third adventure in the series so you shouldn't read it if you don't want to learn how to drag all 4000 points from this amusing game.

From the title screen, where we see a not badly drawn set of legs of the feminine persuasion rubbing against a vaguely familiar pair of leisure suit clad legs (one size too long of course), the growing army of Larry Laffer addicts can drool their way happily through the 3rd episode in the seamy life of the silicon world's biggest nerd in Sierra's newest chapter in the adventures of Larry Laffer.

The adventure begins with Larry looking out on the commercial wilderness which was once the virtually uninhabited Nontoonyte Island which he liberated from the clutches of the evil Dr Nonookee in Part 2 of the series. This is commemorated by a plaque which can be found in the lookout area on Vista Point at the start of the game. Read it for 2 points. A look in the binoculars is good for another 2 points (in more ways than one!). Back in the jungle be sure to look under the granadilla tree for another 2 points.

Kalalau, your wife from part 2 of the series has set up an unpretentious mansion in the Greek style for the two of you. Unfortunately Kakalau has decided that you are no longer the love of her life. Bobbi now shares your hot tub with your wife. What is worse is that Bobbi is a she of not desirable socioeconomic type (an Amazon cannibal slot-machine repair woman). Greatly distressed, our hero takes the only action possible at this time of crisis. Slipping into a nearby phone booth he changes into the trademark of the sleaze - a white leisure suit. With true stoicism Larry Laffer (the new portly version) steps out to bring the many lonely young lady visitors to Nontoonyte Island a gift - himself.

The Larry games have always had a good amount of tongue in cheek humour in them. Take for instance the only legal firm on Nontoonyte - "Dewey Cheatem & Howe", perhaps closer to reality than some of the legal profession would like. (Incidentally, for those who played Part 2, you might feel deja vu in the reception area of D,C & H. It is the same lay out as the reception area at the film studio where you won your ocean cruise in that game).

A little further down the road you can take a seat at the Comedy Hut and listen to the 3 ethnic groups of your choice being slandered in a rather long list of jokes, some of which were pretty funny. If you manage to sit through Paul Paul's entire show you will gain 100 points as well as a few jokes to tell your friends. Of course you shouldn't stay too long, as you are supposed to get to work! Having got there, an interview with chairman Kenneth soon has you flat on your back following a bit of ten pin bowling, with you as the ball. It seems that you are no longer Vice President of Natives Inc.

Perhaps it is time to look elsewhere.You try the casino, but no money, no play, so you look elsewhere. Next stop the Cabana, where a piece of soap on a rope brings 12 points, if you are low enough to steal it. And Larry is! Of course you might get a few more points if you play around with the sink (2 points).

Having looked around, why not head for Sunaffa Beach (ha ha) where there is plenty to meet the eye, like sand crabs, and Tawni, a topless sunbather with a gullible hunger for souvenir buying. See the souvenir salesmen sucker the topless sunbather, see Tawni fall for their line. See her give them money. See Larry devise a plan to get some of that money for himself! Now if only you had a native souvenir to sell to her. See Larry decide that Tawni has other points of attraction worth investigating. Try giving her a credit card for an upraising experience of gratitude. You might have to return home to find one though (20 points). (See that your kids don't watch this part of the game.)

Tawni is a compulsive shopper & she will give you a knife. All you need to carve a souvenier from a piece of granidilla wood? Of course not! It is too blunt for wood carving. So "take steps" to sharpen it, then carve yourself an erotic sculpture. Remembering that Tawni only buys from genuine native salesman, find some antive grass and cut and weave a skirt.

You can change at the Cabana and now sell Tawni the sculpture for $20. Change back into your suit and grab

Leisure suit Larry 3 review

the soap. Then have a drink.

Go into the Casino until you reach the mirrors. Look into them, then go west to the maitre d.You must give him the appropriate pass number from the magazine, then tip him $20 to get into the show. Watch the show.

Wait in the lobby to talk to Cherri Tart. You find out that she wants to have land in the country. If you really paid attention to the text on screen just before you transformed into the Larry of old, you would remember that you have some land. Give it to Cherri. You then have to go to the Lawyers and transfer your land. Use your free consultation with Suzi to do this. You will have to return later for your land deed, which you can get from Roger the clerk. You can then return backstage to Cherri, but your performance is interrupted by a change into the star of the show - wearing Cherri's costume. If you dance well you can earn $500.

Stay in your dancing costume. You can then go back to the law office and pay $500 to Roger for the divorce, enter Suzi's office and find that she is turned on by men who dress as women. If it wasn't for the phone, you would have a good time, but then Larry wasn't ever very lucky.

If you leave and then return Roger will hand you the divorce decree. But if you examine it, and if you are to get anywhere in adventuring, you must examine everything carefully. You will see that you got more than you bargained for - you have also got Suzi's membership card for Fat City.

You can get changed now, then go sunbathing on the towel you will find at the beach. Then go to Fat City. Suzi's card will get you in. Examine the card closely on both sides and you will find Suzi's locker. Guess the number? (Who said 69?) That's right, 69. Find it (where else but the hardest place to get to?), then change into the sweatsuit, close the locker and go to the weight room and use all four machines until you become the man with the pulsating pectorals. Return to the locker, strip, close the locker and take the soap and yourself to the shower. Wash and rinse, then return to the locker towel off and use the deodorant. Then dress and find the aerobics studio. There you can talk to Bambi until she lets you help her with her video (which nearly turns into a horizontal aerobics film. You can now leave Fat City and head for the orchid cave located near Chip and Dale's. Get orchids and weave a lei, then go to the Casino Piano Bar and give Patti the lei and show her your divorce decree. Rather than go straight to her room, go to the Comedy Hut and get a bottle of wine,then go to Patti's penthouse from the hotel lobby. Pour a drink and sit back and enjoy the long scene which comes up. It seems Larry has finally become lucky, but not for long. It is now time to become Passonate Patti and rescue Larry from depression and possible death in the jungle. First dress in bra, pants, pantihose and dress. Also take the empty wine bottle. Go to the Piano Bar and get the magic marker from the menu and the tip jar. Then go to the Cabana and fill the bottle with water. Then off to Chip and Dale's. Pay $43 to enter, sit near the stage and during the act throw your panties at Dale. After the act he will talk to you and give you a hint to find Larry. Head for the Bamboo Maze and use the Nonookie Nectarine song's words to help you get through the maze (first letter of each word is a direction!). You will need a drink during the maze. Once you leave the maze, drink at the river, then climb down the waterfall cliff using your pantihose as a rope. Below the cliff you will arrive on a ledge full of marijuana. Wow. Climb the tree and get two coconuts. Now if you save the game and then smoke the marijuana you will find that getting high won't get you airborne long enough to cross the chasm. So restore and think laterally. What is marijuana otherwise called? Indian hemp. What is hemp? Rope. Voila. Make a rope and throw it across the chasm and tie it securely. Now you need to rip your dress to make a harness and you are ready to cross the chasm. After you cross and the rope falls away you get a message saying that you hope you haven't forgotten anything. That worried me, but it turned out to be Al Lowe's sense of humour. Next step is the feral pig. Your magazine warns you about these animals. You have to get rid of it. Naturally, a bra with two coconuts makes a great sling shot and will rid you of the pig. Go to the river, wade out to the log and mount it. Save here for a long arcade sequence, which you can bypass if you want. At the end of the rapids you are captured by the Amazon lesbian native women and put in a cage with Larry. You must use the magic marker to draw an escape hatch before the witch doctor boils you. You find yourself in the Sierra backlot where you look through Police Quest 1, Space Quest 2, Kings Quest 4 and eventually arrive at Roberta Williams' place,where Larry gets a job in computer adventure games. Total points 4000. Hurry up Larry 4!

Reviewed by Paul Beaumont

Thanks to Austech Computers of Blackburn for the review copy of this program.

THE PAWN

HOW TO PLAY THE ADVENTURE GAME Part 2.

Continued from March MACE Gazette p16

The exact sequence doesn't matter in THE PAWN, but it's where I chose to do it. So go all the way back north and up to the plateau where you Press <CR> for more !SCROLL filled the bowl with snow. From the plateau, go south and west (still on the plateau). Here you will find an entrance to the ice tower. Trouble is, there's a big, fat doleful looking snowman blocking your way. He won't let you pass, so GET OFF THE HORSE. MELT THE SNOWMAN WITH THE RED.

. That did it! Now you can go northeast into the ice tower. Once inside, go west into the storeroom and get the spiky boots you find there. PUT ON THE SPIKY BOOTS. Oh, yes, look at the table. You see a prism so GET THE PRISM. (I never did figure what the prism was for, but I decided it might come in handy. Never did as I recall, but maybe you will find a use for it. Remember, THE PAWN has lots of twists and I know I didn't discover all of them. The only thing I can guarantee is that you will get all 350 points possible if you follow this walkthru, prism or no prism.)

Leave the storeroom by going east. You will see an opening in the west wall and a slope made of ice spiralling in a helical path up the inside wall of the ice tower. (That's why you need the spiky boots. If you try that slope without them, you'll die from the fall.) Go up to the landing. To the north is a heavy wooden door which, of course, is locked. What to do?

Well, you can unlock it. BUT, I don't recommend it. To do so you must use the blue key. And if you do, the blue key will disappear, never to be used again. Worst of all, you need to use it elsewhere. The solution is to SAVE your game at this point; then unlock the door with the blue key. (Obviously, you will find out what's behind the door and you can later RESTORE, getting your blue key back nice and safe and sound.)

Inside you will find sweet Princess Lacey, greasy hair and all. She has been imprisoned here by Kronos, which is what that note to Eric was all about. Seems Kronos was looking for a tad of ransom. You may rescue her and take her back to King Eric for whatever reward he may have in store. (Recall he wasn't too generous when you brought him that note!) If you do this, you will give up the 40 points you would have earned if you had chosen to forget the princess and used your blue key elsewhere. Aren't you glad you read this walkthru now? Anyway, I chose to abandon the princess and restored my game outside her door. I recommend it.

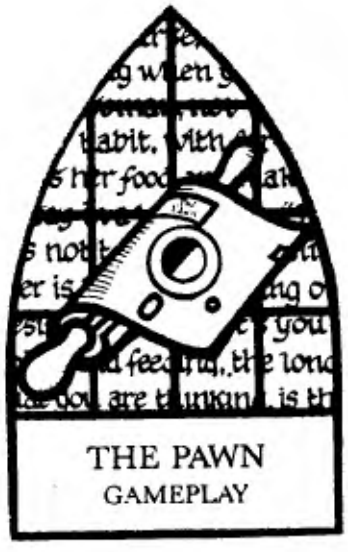
So much for the diversion of the ice tower. Leave it, get back on your horse and head for the forest. Oh, all right, I'll help. First, you will find the snowman is rebuilt. That's all right. Melt him again with the red. Go north, then east and down four times. Now go south five times and west twice. You come to a very tall tree. Better get off the horse and climb the tree. Be sure to get the stuff you've left on the horse (except for the adventurer). You may need it. Now go up. Oh, dear, another locked door confronts you at the top of the ancient tree. UNLOCK THE DOOR WITH THE WOODEN KEY. Open the door and go east into the tree. Hmmm, there are some loose floorboards here. The trouble is it's too dark to move them. First, close the door. Then, MIX RED, BLUE AND GREEN. Ah! Let there be light! And so there is. You wind up with a WHITE, and it will be your light source whenever you're away from your horse. That old Guru wasn't such a bad chap after all.

Now you can MOVE THE FLOORBOARDS and go down into the tree. Go down again and you will be in a low ceiling room. Go east into the White Room. (If you look at the walls, you will be told the stone wall is a "standard issue Kerovnian dungeon wall, to be found throughout Kerovnia, keeping adventurers within the substance of the universe.") Go back west.

From the Low Ceiling Room go west to the crossroads and southwest to the door of what appears to be a small abode. OPEN THE DOOR. Go west into the lounge. You see a hard hat. WEAR THE HARD HAT. You also see a settee. LOOK AT THE SETTEE. There are some cushions on it. MOVE THE CUSHIONS. You find a coin. GET THE COIN.

Go west into the kitchen. LOOK AT THE STOVE. There's a teapot here. GET THE TEAPOT. You should also LOOK AT THE WORKTOP and GET THE CARROT. (These two items, like the prism, proved to be utterly useless, but I got them anyway. Do as you please. But don't overlook the coin or the hard hat. They're why you're here.)

All finished in the abode (which obviously belongs to one or more gnomes who happen to be away at the time). Maybe they've gone fishing, who knows? Go east twice to the crossroads. Now take the northwest exit which leads to a mine.



After you go northwest, you will come to a lift (which the British insist is the correct word for an elevator). This is a little tricky, so pay attention. A sign asks, "Are you wearing your had hat?" "Yes," you say to no one in particular. You see a button. PUSH THE BUTTON. You hear a click. Now you must use the time-tested command, WAIT. In fact, you must use it several times. After about the third WAIT, the lift will arrive. LOOK AT THE DOOR. Yes, as you figured, the door is closed.

Well, what do you do with a lift door? You SLIDE THE DOOR OPEN, that's what. Now you can enter the lift by going north. Inside you find a rope. GET THE ROPE. You also find two buttons. LOOK AT THE BUTTONS. You learn that the first button makes the lift go up if pressed. The second makes it go down. First, SLIDE THE DOOR CLOSED; then PRESS THE SECOND BUTTON. Click. Slowly the lift descends.

SLIDE THE DOOR OPEN and go south. Whew! As you step from the lift, part of the roof collapses. Fortunately, your hard hat protects you and you escape an untimely demise. You are at a rockface, deep in a mine. There are some lumps (of lead) here. GET THE LUMPS. The lumps steadfastly refuse to budge. Good thing you brought your trowel, eh? GET THE LUMPS WITH THE TROWEL. You now have the lumps and you can leave the mine the way you came, pressing the first button.

Once out of the lift (by going south), go southeast to the crossroads, east to the Low Ceiling Room and east to the White Room. Now go east again. You will find yourself in a voting booth. The graphic will show that there are two ballot boxes, a large one if you want to vote for Gringo Baconburger, about whom you read all there is to know in "A Tale of Kerovnia." (You DID remember to read that, didn't you?) There's also a small ballot box. Well, you can't cast your ballot quite yet. So return west to the White Room and go north.

You will be in Gringo Baconburger's office. LOOK UNDER THE RUG. You find a safe. Well, I'll be jiggered! The safe is locked. Now just exactly what do you suppose will open that safe? You got it! The blue key. Now aren't you glad you left the princess to rot away in that tower? (Oh, don't worry, she'll get out one of these days. Probably her yucky boyfriend, Malcolm, will save her. In the meatime, you have work to do.) OPEN THE SAFE WITH THE BLUE KEY. The blue key Press <CR> for more !SCROLL vanishes but the safe is now unlocked. SEARCH THE SAFE. You find a ballot paper. GET THE BALLOT PAPER.

You now have the means to vote, so go back to the booth (south and east). Type, VOTE FOR GRINGO. When asked, "How?" type, PUT THE PAPER IN THE LARGE BOX. (For what it's worth, this action will give you 40 points toward the grand total of 350 which you're striving for. Rescuing the princess would have given you zilch.)

That about does it for the tree, so you can leave by going west through the White Room, then up twice to the Tree Trunk room. Exit the room by going west then down. Yippee! Your faithful horsie is still here. GET ON THE HORSE and ride east twice. Now head north and turn west onto the grassy plain.

On the grassy plain you will find Honest John with his cart full of goodies. You've got the coin (plus a chit if you need it), so GET OFF THE HORSE and BUY THE WHISKY BOTTLE AND THE BEER BOTTLE WITH THE COIN. Honest John thanks you, and tells you it was nice doing business with you, your exit cue, I think. Anyway, GET ON THE HORSE and go north.

You're back in the foothills again, and you're going back into those ominous caves, sulphur smell and all. By this time you ought to be able to get there without my help.

Once you get down into the small cave, GET OFF THE HORSE and go north. Here you will find an amusing political poster, touting the merits of Gringo Baconburger. No great significance; just amusing. You can also go to the entrance (south from the small cave), and you will see two freely swinging perspex doors to the south. Don't bother with them yet. You aren't ready. Instead, go back to the small cave and head north.

You will go through the damp passage where you see the political poster and if you go north one more time you will come to a laboratory. Inside the laboratory you stumble upon three alchemists. The alchemists are hotly debating who should go outside to get their dinner as they are scared whoever leaves will sell the secret of turning lead into gold. Suddenly, they spot you.

They offer to make you some gold if you give them something to eat. GIVE THE RICE TO THE ALCHEMISTS. So far, so good. Next, they ask if you have any lead that you wish to have turned into gold. GIVE THE LEAD TO THE ALCHEMISTS.

Huh? The alchemists take your lead and skedaddle. No gold. But all is not lost. If you check, your score just went up 30 points, which ain't all bad.

Checking out the lab at your leisure, you look in the flasks. These contain some liquid. Go ahead, drink it. It tastes delicious; just like apple juice. Won't help your score or affect the game, but you were thirsty from all this adventuring, weren't you? Better still, go northeast into the alchemist's storeroom. Here, among all the flotsam and jetsam, you find an aerosoul. Yep, that's the way it's spelled and that's the way the authors intended, for reasons to be revealed. GET THE AEROSOUL.

You also find some tomes. You're told these are works of ancient lore which would crumble to dust if you tried to open them without a spell. Okay, CAST A SPELL ON THE TOMES. (Ha! You didn't even know you could do that, did you?) Well, it works, one of the tomes opens. Reading the tome, you learn that Kronos has made a contract with the Devil. In return for his soul, Kronos has been given his special evil powers. Once he expires, however, the soul of Kronos is doomed to horrendous agony for all eternity; however, a sub-clause in the contract reveals that Kronos can avoid this torture by exchanging three good souls for his own.

Once you read this, the tome crumbles to dust. You also begin to feel a little sorry for that corpse you've been toting around on the horse you aquired by handing Kronos' chest to the adventurer (aka, the corpse). Oh, well, how else would you have corralled the horse? And without him, where would you be now? Nowhere, that's where, unless being back at square one is "somewhere."

Well, no time for reflection. You're ready to leave the laboratory and get on with the adventure. Go southwest from the storeroom into the lab and exit by going northwest. Move west toward the sunlight you see coming through a gap in the wall. You will come to a high ledge, roughly one-third of the way up the mountain. A rickety old rope bridge, which doesn't look too safe, leads North out over a deep ravine, hundreds of feet down. Nothing for it but to plunge ever onward -- hopefully, not downward. Go north.

You're on the rope bridge which creaks and groans alarmingly. But it manages to take your weight (just). Keep going across, north.

Whew! Made it! You're on the other side on another high ledge. You see exits to the northwest and to the northeast. Go northeast. You will be in a tunnel inside the mountain. Go north into a room with freshly papered walls. On the walls is scrawled some graffiti. READ THE GRAFFITI. (Sigh) It says, "Do not lean on this wall." (Actually, you don't have to do this, the graphic will tell you what the graffiti says. It will, that is, if you have enabled the graphics mode.)

In the freshly papered room is a cupboard. OPEN THE CUPBOARD and LOOK IN THE CUPBOARD. Inside you see a hook. (Remember the rope you found in the lift? Well, now's your chance to use it.) TIE THE ROPE TO THE HOOK. Good. Now, TEAR THE PAPER WALL WITH THE TROWEL and CLIMB THROUGH THE HOLE. Now, dear reader, you can go to Hell!

No offense, that's precisely where you are going. Once through the hole you will be on a ledge. Go down. (You're holding onto one end of the rope, remember?) You can only go so far, though, and the rope will hold you back. DROP THE ROPE. No damage done. Go east.

You are now in a passage leading to some large double doors. There is a massive brass knocker on the doors. KNOCK WITH THE KNOCKER. You will get an odd reply from the character inside, so KNOCK WITH THE KNOCKER again. Hmmm, another odd reply. KNOCK WITH THE KNOCKER one more time. Still, all you get is gibberish. Well, persistence pays (it says here) so KNOCK WITH THE KNOCKER a fourth time.

Voila! The doors finally open and there stands a porter, guarding the entrance. If you LOOK AT THE PORTER, you will soon see he is very drunk. You will also note that his hip flask is almost empty.

Now, you may think this guy is cute, but don't be deceived. If you don't tip him, he's going to do you in, literally. He really is quite a nasty little bugger, so GIVE THE WHISKY BOTTLE TO THE PORTER. Well, that did it. Instead of hastening your early departure to a greater/or lesser reward, the porter thanks you and lets you pass. Go east to the shaft where your nose informs you that the stench of sulphur is overpowering and the heat makes you queasy. (Ugh!) Go down.

Once you've gone down the shaft, go north. Here is an annex, and lo and behold! Inside is Jerry Lee Lewis, sitting at the piano and playing his hit song, "Great Balls of Fire." You note that he looks very hot and uncomfortable. GIVE THE BEER BOTTLE TO JERRY LEE LEWIS. My, Jerry Lee is grateful. He thanks you (and you note your score went up again, too).

Time for serious business. Leave the annex (south) and go east. As you enter, the light you are carrying (the White) is reflected back from every direction, forcing you back lest you be blinded. Gotta hide the white. PUT THE WHITE IN THE POUCH. Go east. Nope, you're still driven back. Ah, I know, CLOSE THE POUCH. Now you can go east then north into a cavern.

Oh, Lord! The cavern is the home of a mob of powerful demons. They are desporting themselves by chewing on rotten carrion coming from headless corpses hanging from hooks on the walls. A fridge is embedded in the south wall near one exit. (DO NOT open the fridge or go south. The fridge contains heads, by the way, and if you open it you will become one of those corpses the demons are.....

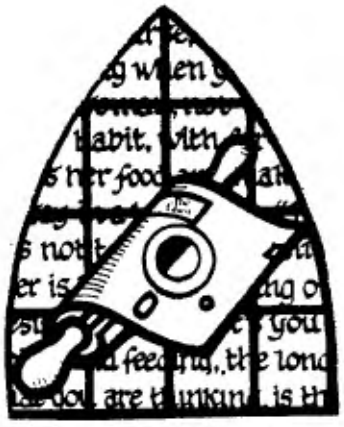
You have just entered HELL!! and there sits old Lucifer himself, enthroned high above and looking down at you with terrible fiery eyes. (I am not doing justice to the description of Hell, but you can read that yourself in the game's text.)

Your move: ASK THE DEVIL ABOUT KRONOS. The Devil replies that he would make Kronos the Himmler of Hell. (Wow! This is eerie stuff, yes?) ASK THE DEVIL ABOUT THE WRISTBAND. Now, that was a good question.

The Devil tells you he will remove your wristband if you will bring him the soul of no other than the magician, Kronos. To help you in this difficult task, Old Nick gives you a fragile crystal bottle, containing a potion. You are told you may not open the bottle. You are also told it is time for you to leave this land of the dead and return to the land of the living to carry out your task, "Until," the Devil adds evilly, "I call again." Press <CR> for more !SCROLL

You no sooner type GET THE POTION BOTTLE than a bolt of fire issues from the Devil's eyes and, ZAP, you are back on the high ledge. It takes you a moment to realize you're on the south (caves) side, and you recall there was another entrance into the northern mountain across the rope bridge. Before venturing across again, OPEN THE POUCH and GET THE WHITE. Go north across the rope bridge to the high ledge. This time, take the northwest exit.

Oops! You have entered an immense chamber containing a glittering pile of treasure. Atop the treasure sits an extremely ugly (and hungry-looking) dragon. The dragon looks at you and says, "Ah, my



lunch at last." (Yep, he's hungry!)

You must act quickly, dragon-bait, or it's curtains. Here's what to do. SHINE WHITE AT SHADOWS. This will cause the dragon (who has poor eyesight, by the way) to look around. He says he can't see anything so he'll just have to eat you instead. You quickly type, POINT AT SHAPES. Sorry about this, Bilbo Baggins fans, but the dragon spies what you're pointing at, which turns out to be thirteen cute little hobbits, which he promptly fries and eats. Well, it was them or you, right? And this gives you your chance to get past the winged monster. Go north.

You have entered the magician's workshop. Yes sir, it's old Kronos' hideaway, all right. What's more, Kronos is right here, staring at you. No time (or moves) to lose. Instantly, THROW THE POTION BOTTLE AT THE MAGICIAN. Ha! Kronos, old boy, that slowed you down! Not only does it slow him down, but the bottle breaks and the potion sloshes all over Kronos' face and skin. This causes him to boil and bubble away before your very eyes. True, but how to get his bubbling remains to back to the Devil. What's that? A light bulb over your head? You remember the aerosoul (and now you can deduce why it's spelled that way). GET THE AEROSOUL and PRESS THE NOZZLE.

Good! The aerosoul quickly devours the scarred soul of the evil magician with little resistance. (And your points are up again, too.) Finally, there's nothing left of Kronos but a pile of his clothes on the floor. You LOOK AT THE CLOTHES. Odd, the shirt is black with a green design of a plant which has seven jagged edges. (Haven't we seen this before?) You look in the pocket and there's a metal key and a wooden key. Oh, you dunce, you're looking at your own clothes! Well, be patient. Soon you are told that the cloak is black and adorned with mystical symbols. The pointy hat has silver stars and moons stitched on it. There is also a wand lying there. Obviously, these belonged to Kronos.

WEAR THE CLOAK AND THE POINTY HAT. GET THE WAND. Now you look exactly like Kronos. (You will also find a top hat which you can take if you wish. If you look inside, it contains a rabbit. There are some spare wands lying around, too, but you don't really need them. The main thing is to fool the dragon into thinking you're Kronos. (He doesn't see very well, remember?) So leave the magician's workshop and head back south, all dressed up like Kronos.

The dragon looks you over and says, "Thanks, oh, great wizard, for giving me those hobbits." He says he wishes he could have had that human (gulp), too: "Hobbits aren't all that filling." Don't dally. You're home free. Go southeast to the ledge.

At this point I should interject that there is an alternate route from Kronos' lab, back to Hell where you must go next. It is via Kronos' flying stone slab, which is found parked outside to the North of the workshop. Using it is a matter of adjusting your weight (by dropping items) and then climbing aboard. Frankly, it was too much bother for me so I chose the way back as described, past the dragon.

The adventure is nearly over. You now need only retrace your steps back into the mountain through the northeast entrance, then down the rope in the papered room, and through the cavern where the hideous demons are still feasting. You enter Lucifer's presence once more and SHOW THE AEROSOUL TO THE DEVIL.

"The Devil's eyes turn on you, showing a hint of gratitude mixed with a patronizing condemnation of your weakness of spirit. Imperceptibly, the silver wristband falls to the ground and melts into a blob of useless metal in a matter of seconds. The Devil signals you to leave the chamber, your contract fulfilled."

That's it, kid. Don't ask any questions, just leave. (If you don't the Devil will kill you.) First, OPEN THE POUCH AND GET THE WHITE. Then, Go west, then, south and west to the shaft. Go up the shaft to the double doors. No, the porter won't bother you. Go west to the ledge which is about ten feet below the papered room.

GET THE ROPE. (Now, this is important: Don't just type UP or you'll die. Enter CLIMB UP THE ROPE and all will be well. You will be back in the newly papered room (one wall of which you have thoughtfully ripped open with your trowel), and you can leave the northern mountain by going south across the rope bridge.

Is that it? Well, you have 345 points and you're supposed to get 350. Odd. Wonder what you didn't do? Well, there is something. Do you remember those perspex doors back in the caves not far from the Alchemist's Laboratory. Perhaps you should go there now.

Go back into the cavern and down to the small cave deep down inside the mountain. Once there, go south. This will take you to the narrow corridor that gets brighter and brighter to the south, ending where it meets the two swinging perspex doors.

Oh, yes, I nearly forgot. You have one other chore to perform before you tackle those doors. (And this is a real doozy, folks.) You GET THE TROWEL (if you don't already have it in hand). Now you must (and type this exactly as I'm writing it) PLANT THE PLANT IN THE POT WITH THE TROWEL. The plant will seem much happier, and you should, too. Your score just reached the magic 350!

Now for the doors. KNOCK ON THE DOOR. A voice from within will ask if you are wearing a wristband. Say, NO, I AM NOT WEARING THE WRISTBAND.

The doors will open and you will find yourself inside a strange room, totally alien to the rest of the adventure. The walls floor are littered with listing paper and a large fan blows cigarette ash onto the many computers and peripherals that inhabit the weird abode.

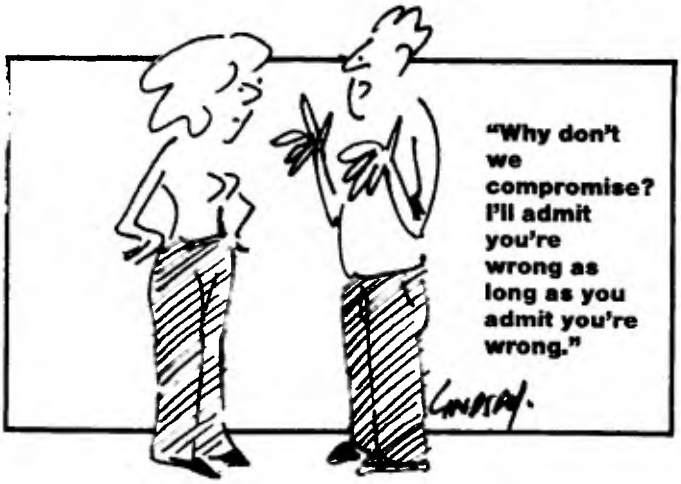
You have entered the Chamber of the Programmers, the very ones who have created THE PAWN. One of them gives you a listing and tells you to fix it. Then, they all troop off to the pub to celebrate your finishing the game. LOOK AT THE LISTING. You discover it is a listing of something called "Debugbits." It looks like it might let you wander around the game without dying.

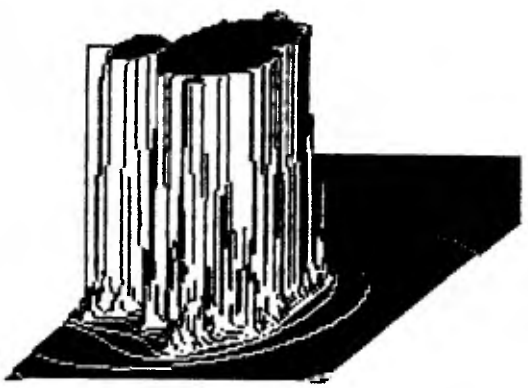
Type DEBUG, and you will see the ">" prompt change to "]." Congratulations! Now you can go anywhere you want in the game and no one and nothing can hurt you. Waltz past the dragon. He won't care. Let go of the rope. Big deal! Go see the Devil if you want. You are immune. Well, what's the point? You've already finished the adventure. So why bother? Well, it might just be fun to see if there is something you missed or could have done better. Heck, you can go rescue the princess if you want.

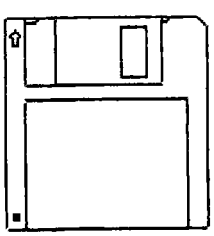
Maybe King Eric will treat you a bit better if you do. That's THE PAWN. And if you enjoyed it as much as I did, you'll be hoping for more from those weary programmers who so unceremoniously left you in the lurch to hoist one at the pub. Maybe if you hurry, you can even catch them there. But I doubt if they'll buy!

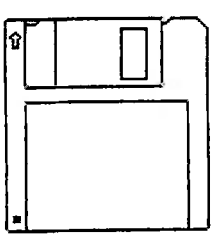
Good luck with this adventure game.....

RAINBIRD









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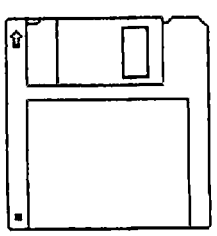

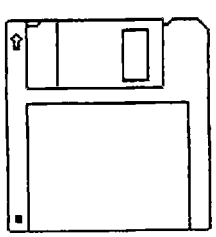

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GFA.BASIC Version 3. Tips from one who has learnt the hard way - No.6

* SCREEN DISPLAYS *

SCREEN LOADING into MEMORY or DRAWING & DISPLAYING using BITBLT, RC_COPY & BMOVE.

* NOTE *

As the Editor refuses to take up the whole Magazine with this theme it will be spread over several issues, starting with some of the BITBLT Routines, followed by the RC_COPY Routines, & further followed by the BMOVE Routines. Any changes to the Code will be Noted as we progress.

* ABOUT BITBLT, RC_COPY & BMOVE *

BMOVE is most suited to copying Screen Width Strips.

RC_COPY is most suited to copying Blocks of Screen [see BITBLT below].

BITBLT is more suited to copying Blocks of Screen than RC_COPY if multiple Commands are required in the one Loop.

All 3 Commands can Copy Screen Sections from the Memory Screen or the Visual Screen.

GET...PUT & SGET...SPUT incorporated with XBIOS(5) can also do the same thing, with some reservations, but that is another story.

* REMINDER *

The Text, Code & Comments to control all of the BITBLT,RC_COPY & BMOVE Procedures are included in this article GFAGEN6, however, the Procedures for some of the Routines will be in subsequent articles.

Most Desirable Screen Sections allowing the same Number Across & Down:

Sections	Size X	Size Y	Number Across & Down
4	160	100	2
16	80	50	4
25	64	40	5
64	40	25	8
100	32	20	10
400	16	10	20
1600	8	5	40

+ + Size in X & Y is in Pixels on a Low Resolution Screen + +

---

* WARNINGS *

Pictures must be in Folder - SCREEN.PIC - [or alter PATH accordingly].

The Color Palette must not change drastically from Picture to Picture.

* AWAY WE GO *

```
Cls
Defmouse 0
@Variables
@Colsave
On error gosub Errors
On break gosub Tidyup
Alert 0,At$+" TO EXIT PROGRAM "+At$+"  ¦ ¦  Press <Esc Key> ¦ ",1," O.K. ",Dum¦
Hidem
@Control
```

```
  * PROCEDURES *

  >>>>>>>>>>>>>>>>>>> CONTROL <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
  ------------------------------ Control Picture Loading & Procedures Branching
Procedure Control
  Restore Picdata
  For J&=0 To 8
    Read Pic$(J&)     ! The Program will still run if only 2 Pics are on Disk *
  Next J&
  Picdata:                                ! Use whatever Names you require here *
  Data PIC_1,PIC_2,PIC_3,PIC_4,PIC_5,PIC_6,PIC_7,PIC_8,PIC_9
  Do
    '
    Lpoke Xbios(14,1)+6,0                              ! Kill unwanted Key Presses *
    Pic$="SCREEN.PIC\"+Pic$(Total¦)+Picext$
    Total¦=Mod(Add(Total¦,1),9)          ! Count from 1 to 8 to 0 & start again *
    If Exist(Pic$)
      @Degasload
      Picexist!=True
      Pic¦=Add(Mod(Pic¦,Pros¦),1)        ! Count from 1 to Pros¦ & start again *
      '          Pros¦ is the number of different SCREEN DISPLAYS
      '          7 BITBLT:
      '          [excluding QUARTER which is called from the Procedure SHRINK]
      '          8 RC_COPY:
      '          [excluding BORDER  which is called from the Procedure ROWS]
      '          8 BMOVE:
      '          [excluding HOLLAND which is called from the Procedure PUSHUP]
      '
      Select Pic¦
      Case 1 To 7
        On Pic¦ Gosub Close_h1,Close_h2,Cross,Shrink,Weave,Quad,Spiral4
      Case 8 To 13
        On Sub(Pic¦,7) Gosub Rows,Grow,Flip,Jigsaw,Spiralin,Spiralout
      Case 14 To 19
        On Sub(Pic¦,13) Gosub Updown,Downup,Venetian,Pushup,Rolldown,Strips
      Case 20 To 23
        On Sub(Pic¦,19) Gosub Open_v1,Open_v2,Close_v,Flop
      Endselect
    Else
      '       Check if Pic is on Disk then try next Pic, Exit if no Pics Exist *
      Inc Nopic¦
      If Nopic¦=>Num_pics¦ And Picexist!=False
        Al$=At$+" PICTURE CHECK "+At$+"  ¦ ¦ No Pictures exist ¦ "
        Alert 0,Al$,1," RATS ",Rats¦
      Endif
    Endif
    Keytest Key%
    If Rats¦=1 Or Key%=65563             ! No Pics Exist or <Esc Key> Pressed *
      Cls
      Vsetcolor 0,1911
      Vsetcolor 1,0
      Alert 0,At$+" GFA & ATARI Forever "+At$+"  ",1,"GFAGEN"+Str$(Gen¦),Dum¦
      @Tidyup
    Endif
  Loop
Return ! eeee
```

BITBLT:
can take Blocks of Memory & transfer them to the Visual Screen

---

Source Memory Form Description Block:
- Sce%(0) - Start address of Raster [must be EVEN]
- Sce%(1) - Width of Raster in Pixels [must be Devisable by 16]
- Sce%(2) - Height of Raster in Pixels
- Sce%(3) - Width of Raster in Words [=Number of Pixels/16]
- Sce%(4) - reserved [always 0]
- Sce%(5) - Number of the Raster Level [Low=4 : Med=2 : High=1]

Destination Memory Form Description Block:
- Dst%(0) - Start address of Raster [must be EVEN]
- Dst%(1)=Sce%(1)
- Dst%(2)=Sce%(2)
- Dst%(3)=Sce%(3)
- Dst%(4)=Sce%(4)
- Dst%(5)=Sce%(5)

Coordinates & Copy Mode:
- Par%(0) - Left X Coordinate of the Source Raster
- Par%(1) - Upper Y Coordinate of the Source Raster
- Par%(2) - Right X Coordinate of the Source Raster
- Par%(3) - Lower Y Coordinate of the Source Raster
- Par%(4) - Left X Coordinate of the Target Raster
- Par%(5) - Upper Y Coordinate of the Target Raster
- Par%(6) - Right X Coordinate of the Target Raster
- Par%(7) - Lower Y Coordinate of the Target Raster
- Par%(8) - Copy Mode

```
  >>>>>>>>>>>>>>>>>>> CLOSE_H1 [BITBLT <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
  ---------------- Place New Screen from Both Sides to Centre & Cover Old Screen
Procedure Close_h1
  Loop&=40                              ! Loop& : Use 2,4,5,8,10,20,40,80 or 160 *
  Xval&=Div(Sx.5&,Loop&)
  Xsize&=Sub(Xval&,1)
  For J&=0 To Sub(Loop&,1)
    X1&=Mul(Xval&,J&)
    X2&=Sub(Sx.9&,X1&)
    Par%(0)=X1&
    Par%(1)=0
    Par%(2)=Add(X1&,Xsize&)
    Par%(3)=Sy.9&
    @Destination                                          ! Left to Centre *
    Par%(0)=Sub(X2&,Xval&)
    Par%(2)=X2&
    @Destination                                        ! Right to Centre *
    ' ++++++++++++++++++ Control Speed with a PAUSE in here or Value of Loop& *
  Next J&
Return ! eeee
```

```
    X2&=Sub(Sx.9&,X1&)
    Par%(0)=Sub(Sub(Sx.4&,X1&),Xsize&)
    Par%(1)=0
    Par%(2)=Sx.4&
    Par%(3)=Sy.9&
    Par%(4)=0
    Par%(5)=0
    Par%(6)=Add(X1&,Xsize&)
    Par%(7)=Sy.9&
    Bitblt Sce%(),Dst%(),Par%()                          ! Left to Centre *
    Par%(0)=Sx.5&
    Par%(2)=Add(Add(Par%(0),X1&),Xsize&)
    Par%(4)=Sub(X2&,Xsize&)
    Par%(6)=Sx.9&
    Bitblt Sce%(),Dst%(),Par%()                         ! Right to Centre *
    ' ++++++++++++++++++ Control Speed with a PAUSE in here or Value of Loop& *
  Next J&
Return ! eeee
```

```
    @Destination                                          ! Left to Centre *
    Par%(0)=Sub(X2&,Xsize&)
    Par%(2)=X2&
    @Destination                                         ! Right to Centre *
    Par%(0)=X1&
    Par%(3)=Add(Y1&,Ysize&)
    @Destination                                          ! Top to Centre *
    Par%(1)=Sub(Y2&,Ysize&)
    Par%(3)=Y2&
    @Destination                                       ! Bottom to Centre *
    ' ++++++++++++++++++ Control Speed with a PAUSE in here or Value of Loop& *
  Next J&
  Hidem
  Sget Temp_screen$
  @Quarter  ! Branch to Draw a Screen in Memory & Display in Right Top Corner *
  Sput Temp_screen$
Return ! eeee
```

```
  For X&=0 To Sub(Loop1&,1)
    X1&=Mul(Xval&,X&)
    For Y&=0 To Sub(Loop2&,1) Step 2
      Y1&=Mul(Yval&,Y&)
      Par%(0)=X1&
      Par%(1)=Y1&
      Par%(2)=Add(Par%(0),Xsize&)
      Par%(3)=Add(Par%(1),Ysize&)
      @Destination
      Par%(0)=Sub(Sub(Sce%(1),X1&),Xval&)
      Par%(1)=Add(Y1&,Yval&)
      Par%(2)=Add(Par%(0),Xsize&)
      Par%(3)=Add(Par%(1),Ysize&)
      @Destination
    Next Y&
    ' ++++++++++++++++++++++++++++++++++ Control Speed with a PAUSE in here *
  Next X&
Return ! eeee
```

```
Procedure Spiral4
  Restore Spiral
  Xval&=Div(Sce%(1),20)
  Xsize&=Sub(Xval&,1)
  Yval&=Div(Sce%(2),20)
  Ysize&=Sub(Yval&,1)
  For J&=0 To 99
    Read X1&                                                    ! Left to Right *
    X2&=Sub(Add(Mul(Div(X1&,10),20),19),X1&)                    ! Right to Left *
    Y1&=X1&                                                     ! Top to Bottom *
    Y2&=Sub(Add(Mul(Div(X1&,100),200),99),X1&)                  ! Bottom to Top *
    Par%(0)=Mul(Mod(X1&,10),Xval&)                 ! Substitute from here down *
    Par%(1)=Mul(Div(Y1&,10),Yval&)
    Par%(2)=Add(Par%(0),Xsize&)
    Par%(3)=Add(Par%(1),Ysize&)
    @Destination
    Par%(0)=Add(Mul(Mod(X1&,10),Xval&),Sx.5&)
    Par%(1)=Mul(Div(Y1&,10),Yval&)
    Par%(2)=Add(Par%(0),Xsize&)
    Par%(3)=Add(Par%(1),Ysize&)
    @Destination
    Par%(0)=Mul(Mod(X1&,10),Xval&)
    Par%(1)=Add(Mul(Div(Y1&,10),Yval&),Sy.5&)
    Par%(2)=Add(Par%(0),Xsize&)
    Par%(3)=Add(Par%(1),Ysize&)
    @Destination
    Par%(0)=Add(Mul(Mod(X1&,10),Xval&),Sx.5&)
    Par%(1)=Add(Mul(Div(Y1&,10),Yval&),Sy.5&)
    Par%(2)=Add(Par%(0),Xsize&)
    Par%(3)=Add(Par%(1),Ysize&)
    @Destination
    ' ++++++++++++++++++++++++++++++++++ Control Speed with a PAUSE in here *
  Next J&
Return ! eeee
```

```
  Res¦=Xbios(4)                                                ! Resolution *
  Picext$=".PI"+Str$(Add(Res¦,1))                ! DEGAS Picture File Extender *
  Cmax¦=Div(15,Add(Mul(4,Res¦),1))                    ! Number of Colors *
  At$=Chr$(14)+Chr$(15)                                  ! Atari Symbol *
  '
  ' ARRAYS:
  Erase Colpal&(),Pic$(),Sce%(),Dst%(),Par%()
  Dim Colpal&(Cmax¦),Pic$(8),Sce%(5),Dst%(5),Par%(8)
  '
  ' PALETTE:
  Pal$=Space$(32)
  '
  ' SCREENS:
  Scrn_v%=Xbios(2)                                 ! Visual Screen Address *
  Sp$=Space$(32256)
  Scrn_m%=Mul(Add(Div(Varptr(Sp$),256),1),256)      ! Memory Screen Address *
  Scrn_e%=Sub(Scrn_v%,32256)                ! Extra Memory Screen Address *
  '
  ' BITBLT - Source Memory Form Description Block:
  Sce%(0)=Scrn_m%                                          ! Memory Screen *
  Sce%(1)=Mul(320,Div((Add(Res¦,3)),2))          ! Low=320 : Med & High=640 *
  Sce%(2)=Mul(200,Div((Add(Res¦,2)),2))          ! Low & Med=200 : High=400 *
  Sce%(3)=Div(Sce%(1),16)                          ! Low=20 : Med & High=40 *
  Sce%(4)=0
  Sce%(5)=4-Res¦*1.5                               ! Low=4 : Med=2 : High=1 *
  '
  ' BITBLT - Destination Memory Form Description Block:
  Dst%(0)=Scrn_v%                                          ! Visual Screen *
  Dst%(1)=Sce%(1)
  Dst%(2)=Sce%(2)
  Dst%(3)=Sce%(3)
  Dst%(4)=0
  Dst%(5)=Sce%(5)
  '
  ' BITBLT - Copy Mode:
  Par%(8)=3                                     ! Copy Mode=GRAPHMODE 1 *
  '
  ' SCREEN minus 1:
  Sx.9&=Sub(Sce%(1),1)                         ! Low=319 : Med & High=639 *
  Sy.9&=Sub(Sce%(2),1)                         ! Low & Med=199   High=399 *
  '
  ' SCREEN HALF - Calculate Half of Vertical & Horizontal Screen:
  Sx.5&=Div(Sce%(1),2)                          ! Low=160  Med & High=320 *
  Sy.5&=Div(Sce%(2),2)                          ! Low & Med=100  High=200 *
  '
  ' SCREEN HALF minus 1:
  Sx.4&=Sub(Sx.5&,1)                            ! Low=159  Med & High=319 *
  Sy.4&=Sub(Sy.5&,1)                            ! Low & Med=99   High=199 *
  '
  ' SCREEN RATIO - Calculate Ratio of Screen Height to Wdth:
  S_ratio=Sce%(2)/Sce%(1)                  ! Low & High=0.625  Med=0.3125 *
Return ! eeee
```

```
  Close #1
  ~Xbios(6,L:Varptr(Pal$))                          ! Set the Color Palette *
Return ! eeee
```

--AN 8 BIT PRODUCTION--

INTRODUCTORY B.A.S.I.C. - PART 6

by T.Owen-Brown
(Using an Atari 130XE and Atari Writer Plus)

Part 5., which appeared in the March edition, dealt with the 'Closing Graphics'. In this segment we will look at the procedures for 'Generating the random tattslotto Numbers'. We will in fact produce the equivalent to a 'Quick Pick' ticket.

Let us take it in boreingly digestible steps.

Step 1.
DEVISE A RANDOM NUMBER GENERATOR - TO PRINT OUT A NUMBER BETWEEN 1 AND45.

Fortunately this has already been done for us - all we need to know is where to look for the formula and where to put the '45'.
It is as follows:

'INT(45*RND(1))+1'

Explanations.

(a). 'INT' stands for INTEGER which is a fancy way of saying WHOLE NUMBER.
(b). 'RND' Stands for RANDOM.

* Both of the above terms are understood by computers and cause the named actions to occur.

(c). Because 'INT' rounds the decimal-place-number down to the nearest whole number, we add '+1' at the end.
(d). The '45' is the number that we need for tattslotto - if we were doing 'Pools', we would use '38'.

* The formula can be written in a few different ways - but unless you are into maths, stick with this as you can get into a bit of a mess.

Step 2.
DEVISE A PROGRAM THAT WILL PRINT OUT 6 RANDOM NUMBERS.

We can use (a) FOR/NEXT LOOPS
or
(b) GOTO STATEMENTS
WITH INCREMENTOR.

eg.2a.
```
1040 FOR T = 1 TO 6
1060 PRINT INT(45*RND(1))+1
1080 NEXT T
```
or
eg.2b.
```
1040 X=0
1060 X=X+1
1080 PRINT INT(45*RND(1))+1
1100 IF X=6 THEN END
1120 GOTO 1040
```

Explanations.

(a). 'T' in the For/Next loop just stands for the number of 'Times' around.
(b). 'T' has to appear on the 'For' statement and on the 'Next' statement.

* Both of the above mini-programs generate 6 random numbers between 1 &45...but !! they print the numbers down the page instead of across!!

Step 3.

GET THE 6 RANDOM NUMBERS TO PRINT OUT IN A HORIZONTAL LINE.

I will stick to the For/Next loops as they are shorter and you must come to grips with them for more advanced 'array work' - but you may use the other.

```
1040 FOR T = 1 TO 6
1060 PRINT INT(45*RND(1))+1;
1080 NEXT T
```

The 'semi-colon' at the end of the line forces the next piece of 'output' to be printed on the same line immediatedly after the previous printed 'output'.

* There is a problem in the above however. The output is on one line alright - but without any spaces.
--Can you tell whether '1234' is 1,2,34 or 12,34.

We need to add a 'spacer'

```
1040 FOR T =1 TO 6
1060 PRINT INT(45*RND(1))+1"  ";
1080 NEXT T
```

We have inserted a space between speech marks at the end (before the semi-colon). That should now give us '6 Random Numbers between 1 & 45 - printed out in a Horizontal line - with spaces between.

* You could use 'commas' instead of 'space-bar blanks' between the speech marks but you can end up 'stretching' the line too long for the printout.

* You can experiment however with 1,2 or 3 blank spaces in order to achieve the best visual layout.

Step 4.

DEVISE A MEANS OF PRINTING OUT A SET NUMBER OF 'BOXES' (ie. a prescribed number of rows of 6 numbers).

We will use another set of 'loops'.

```
1020 FOR B = 1 TO 10
1040 FOR T = 1 TO 6
1060 PRINT INT(45*RND(1))+1" ";
1080 NEXT T
1100 PRINT
1120 NEXT B
```

Explanations.

(a). Line 1100 is there to break up the numbers into separated lines of numbers - if it was not there all the numbers would print out in one continuous line.

(b). Two lots of For/Next loops used like above are referred to as 'Nested Loops'. It is critical that the seqence as shown is maintained !! Do not put B,T,B,T but maintain B,T,T,B.
(C). The above modification prints out 10 rows of 6 numbers.
You can alter this to print out the minimum of 4 boxes or the maximum of 12/14 boxes. You just alter the number in line 1020.

* However, it is most tiresome to have to list the program every time a customer wants a different amount of boxes (in order to change the actual program). Why not have the computer do it for you.

Step 5.
DEVISE A MEANS OF INPUTTING THE NUMBER OF BOXES REQUIRED & THEREFORE VARYING THE NUMBER OF BOXES PRINTED OUT.

```
1010 ?"PLEASE ENTER THE NUMBER OF BOXES YOU WISH AND
PRESS'RETURN'":INPUT N
1020 FOR B = 1 TO N
1040 FOR T = 1 TO 6
1060 PRINT INT(45*RND(1))+1;" ";
1080 NEXT T
1100 ?
1120 NEXT B
1140 FOR DE = 1 TO 1000:NEXT DE
```

** NB. You must remove lines 2022 2024 from the program listing before you run it. You may remove the 'REM' statements as well.

Ok folks, now is the time to call up your previously saved 'Master-Program', list it to screen and add the above onto it. The program should now look like the listing below. (Don't forget to remove those lines 2022 & 2024 and the Rems).
Test run it - monkey around with it - let me know how it goes.

Next issue we will put numbers at the start of each line, print out a 'Business Name' on the 'Quick Pick' slip and, put the charge/cost for individual customers on the slip as well.
* PS. Some of you will get anxious in that the computer will sometimes generate the same numbers on a given line - rest assured we will look at this problem in the near future - in the meantime however, if you have solved it yourself let us all in on it.

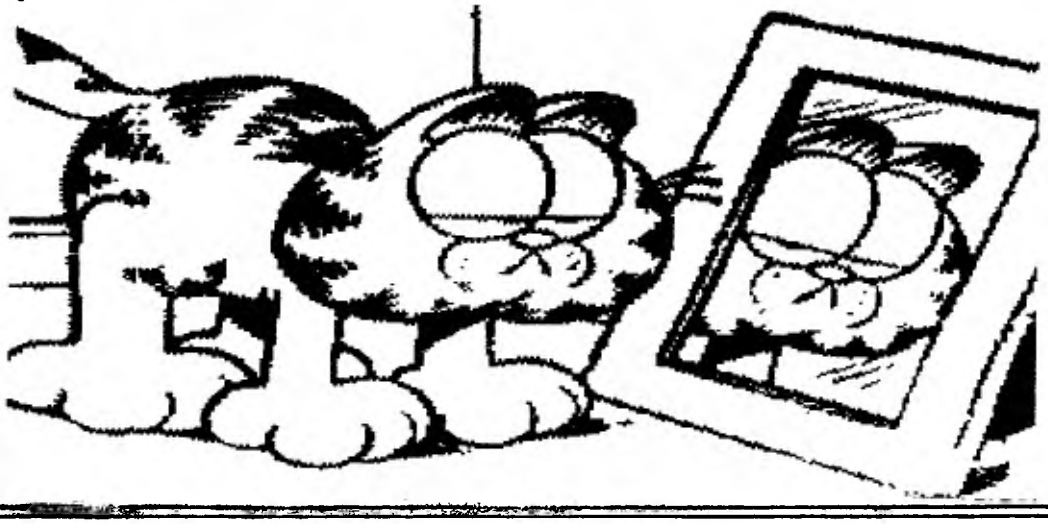
Good computing people - I hope you have got off to a good start for 1991.....end/

PROGRAM TO FOLLOW:>>>>>>

```
10      ? "    "
20      GRAPHICS 2
30      REM WE CAN USE COLOUR STATEMENTS AS IN APPLE - BUT WE
        DON'T HAVE TO.
40      DIM NAM$(15)
60      ? "PLEASE ENTER YOUR NAME AND PRESS RETURN KEY"
80      INPUT NAM$
100     POSITION 3,2:? #6;NAM$;"'S"
120     POSITION 3,4:? #6;"TATTslotTO"
140     POSITION 3,7:? #6;"O O O O O O"
160     PRINT NAM$;"THIS IS YOUR TATTSLOTTO PROGRAM - BUT FIRST
        THE CHECK !"
180     FOR DE=1 TO 2000:NEXT DE
200     PRINT "WHEN YOU PAYED YOU WERE GIVEN A PIN No.etc."
```

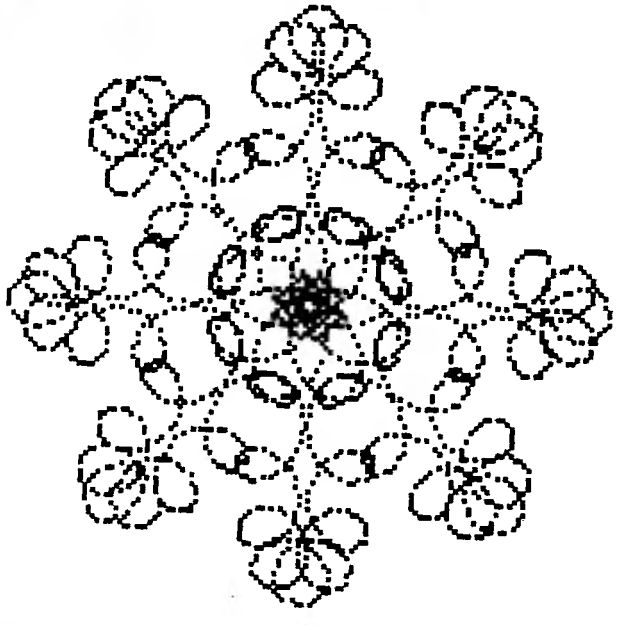
```
220  FOR DE=1 TO 2000:NEXT DE
240  PRINT "YOU WILL BE ASKED FOR THESE CODES SOON - BE PATIENT "
260  FOR DE=1 TO 2000:NEXT DE
450  REM CLOSE OF GRAPHICS
470  GRAPHICS 0
475  ? "A.O.K."
480  REM START OF SECUITY PROG
485  REM SETTING LIMIT ON TRIES
490  LET X=0
495  PRINT "    "
500  PRINT "PLEASE ENTER SECURITY PIN NO."
520  INPUT PN
528  X=X+1
534  IF X=3 THEN GOTO 3000
540  IF PN=3130 THEN GOTO 550
545  GOTO 500
550  DIM PW$(10)
555  X=0
560  ? "YOU ARE THROUGH THE 'PIN' - NOW ENTER YOUR PASSWORD"
580  INPUT PW$
588  LET X=X+1
594  IF X=3 THEN GOTO 3000
600  IF PW$="ACDC" THEN GOTO 795
620  GOTO 560
700  REM END OF SECURITY PROG
795  GOTO 1000
1000 REM START OF TATTSLOTTO PROG
1980 REM END OF TATTSLOTTO PROG
2020 REM START OF CLOSING GRAPHICS
2021 REM OPTION 1.
2022 DIM NAM$(12)
2024 NAM$="FRED"
2028 REM ** IF YOU RUN THIS SECTION OF THE TOTAL PROGRAM ON ITS
     OWN YOU WILL NEED TO DIM NAM$ & LET NAM$ = A NAME.
2030 REM eg. 2022 DIM NAM$(12) & 2024 LET NAM$="FRED"
2032 REM DON'T FORGET TO REMOVE THEM BEFORE YOU BUILD ON TO THE
MASTER PROGRAM
2035 GRAPHICS 2
2040 POSITION 3,2:? #6;NAM$;"'S"
2060 POSITION 3,4:? #6;"TAttslOTTO"
2080 POSITION 3,7:? #6;"O O O O O O"
2090 REM OPTION 2
2100 ? "THANK YOU ";NAM$;" FOR USING OUR SYSTEM"
2110 FOR DE=1 TO 1200:NEXT DE
2120 ? "WE HOPE YOUR NUMBERS ARE LUCKY"
2125 FOR DE=1 TO 1200:NEXT DE
2130 REM OPTION 3
2140 GRAPHICS 4+16
2145REM IN GRAPHICS MODES OTHER THAN '1' AND '2' YOU MUST
     INCORPORATE A "COLOR" STATEMENT
2150 COLOR 1
2160 PLOT 32,8:DRAWTO 24,16:DRAWTO 30,16
2170 COLOR 2
2175 REM DIFFERENT COLOR STATEMENTS GIVE DIFFERENT COLORS
2180 DRAWTO 24,24:DRAWTO 30,24
2190 COLOR 3
2200 DRAWTO 30,30:DRAWTO 24,30
2220 DRAWTO 30,36:DRAWTO 36,36
```

```
2240 DRAWTO 40,30:DRAWTO 34,30
2260 DRAWTO 34,24:DRAWTO 40,24
2280 DRAWTO 34,16:DRAWTO 38,16
2300 DRAWTO 32,8
2360 FOR DE=1 TO 2200:NEXT DE
2380 REM OPTION 4
2400 LET X=2:LET C=1:LET Y=2
2420 X=X+1:C=C+1:Y=Y+1
2430 IF X=78 THEN LET X=2
2434 IF C=3 THEN LET C=1
2436 IF Y=46 THEN LET Y=2
2440 COLOR C:PLOT X,Y
2460 GOTO 2420
2480 REM LINE 2400 ASSIGNS VARIABLES TO X & Y COORDINATES - WHICH
       ARE INCREMENTED IN LINE 2420
2484 REM 2430-2436 RETURNS VARIABLES TO ORIGINAL VALUES WHEN
       THEY GET TOO HIGH
2500 REM END OF CLOSING GRAPHICS
2940 REM POSSIBLE REUSABLE ROUTINES
2980 GOTO 3020
3000 ? "YOU ARE A CROOK -POLICE":END
3020 PRINT "PROGRAM IS OK"
3040 REM POSSIBLE END OF PROGRAM
5000 END
```



8 Bit Computer Magic BASIC Program

```
10 GRAPHICS 8+16
15 COLOR 1:SETCOLOR 2,0,0
20 R=30:S=30:T=7
25 N=-3/5:M=-15:PI=3.14159
40 FOR A=0 TO 10*PI STEP 0.015
50 X=R*COS(A)+S*COS(N*A)+T*COS(M*A)+100
60 Y=R*SIN(A)+S*SIN(N*A)+T*SIN(M*A)+100
70 PLOT X+60,Y
80 NEXT A
100 GOTO 100
```



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March 1991 Volume III Number 3

ATARI SPEAKS: SAM TRAMIEL, GREG PRATT, BILL REHBOCK IN CONFERENCE

Prepared by John Nagy

1990 and 1991 have marked a new openness at Atari... Last Fall, Leonard Tramiel spoke at length to crowds at the GLENDALE ATARI FAIRE, and already this winter have held four live conferences on GEnie and CompuServe, international telecommunications networks where users can communicate by modem in real time with up to hundreds of others.

Although an appearance at a live question-and-answer session by Atari CEO Sam Tramiel on GEnie drew nearly 200, the number of attendees was too much for the GEnie computers, and callers were dissapointed by repeated disconnections. (Four times in the history of GEnie, "crowds" at conferences have overloaded and shut down the system... each time, it was Atari's Sam Tramiel that was "too popular".)

As the initial conference was a jumble, Sam arranged to have the new Atari USA President, Greg Pratt, appear the following week on GEnie. One thing did get announced: Sam admitted that rumors of a 1 meg Mega STe without a hard drive were true.

Meanwhile, Atari's Bill Rehbock was doing a conference on CompuServe, followed by another conference with Sam on Thursday night, February 21, 1991. For the evening event, CIS waived all connect charges for the participating callers. The conference was moderated by Ron Luks, the manager of the Atari areas on CIS. Here are some key comments of Mr. Tramiel, edited for length only and re-ordered for clarity.

On New Products to come from Atari:

› Unix will be shown on March 13 at the Hannover faire in Germany. It will be Unix System V.4, X-windows, Motif, and a front-end named "Wish".

› Panther... is a 68000 running at 16MHz game machine which we will probably ship in early 1992. Software is now being written for the Panther. It will even allow for Lynx to network with some games.

› We plan to make more applications software and peripherals available on the Portfolio. We are definitely planning to make small notebook-like machines which will be 68000 ST-based.

› MIDI-tasking is currently in beta-testing, and will be released as soon as it is finished.

About emulators being built in to Atari products as original equipment:

› This is an interesting idea that you have, and we are investigating such things all the time. I cannot say more than that.

On Atari's plans for Dealers and Marketing:

› We think that we have a very clear marketing direction. We are trying to sell personal computers to people at the best possible price. Of course, we consider backup and service by our dealers, and we want to develop a good dealer network. We do plan to sell customers like Circuit City [God willing]. We have no plans at present to sell at K-Mart. The TT030 will definitely be sold through qualified dealers who can explain advanced computer use.

› We plan to support our long-time dealers even more than we have in the past. Greg Pratt, who was our corporate CFO, is now President of Atari US, and is making a big effort to build up a team to support all of our dealers. We are looking for dealers who really understand our products and who will be there to support you... If any of you out there have suggestions for dealers who want to make money in the long term, please call Greg Pratt at 408-745-2349 and give him the name and address of such dealers.

› We plan to advertise in the US through our dealers. And as this network expands, we will do national advertising. This will not occur until we do have a national network. We feel that advertising through our dealers will get us good exposure and will start to expand the user base. We are also bringing in MIDI software from Europe and will work closely with developers to assure its availability. We are, as you know, supporting our own magazine, Atari Explorer. And are happy to support any other magazine as well. Stacy is available for

*Continued on page Z*5...*

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Z*Net Newswire...

Developers for Atari products are now ded into two tiers for purposes of support by Atari. Tier 1 includes only developers of current commercial products, and costs $250 to register. Tier 1 developers get the ST/TT Developer's Kit with updates, the developer newsletter, access to Atari Developer Roundtable on GEnie, support by phone and online, and availability of discounted Atari products. The products of the developer are also considered in corporate bundling and marketing opportunities. Tier 2 developers need not have a commercial product, must pay a registration fee of $125 and $50 annual renewals, and only get the developer's kit and access to a separate Tier 2 support area on GEnie. Contact Atari Corp for more details.

In Toronto, Atari Canada laid off approximately 30% of its staff at the beginning of February. Atari General Manager Geoff Earle was unavailable for comment, but other sources at Atari would only state it was a positive move. Speculation has it that Alwin Stumpf from Germany is soon to arrive and will complete the restructuring. Atari had announced earlier that changes would be happening in the U.S. and Canada as they came under the Atari North America plan. Mark Cambell, contacted at Atari Canada, said the layoffs were in the Accounting Department and that those function will be handled by Atari U.S. from now on. He also mentioned that a company in Markham is now responsible for translating software from Germany and France and introducing it into the North American market. Further, Mark volunteered that Atari is planning to introduce 8 or so new machines in the next 2 years. One will be a stripped down version of the TT with optional hard disk and 2 megs, 16 Mhz 68030. Others will be 68040 and RISC based computers. Most of the new products will build on the existing ST/TT technology rather than MS-DOS machines.

The Alberta Teachers Federation will see Atari Canada out in force this year at their convention scheduled for March 14th through 16th. Murray Brown reported to Z-Net that he has very high expectations for the educational market during the next year. Murray, formerly the B.C. Atari Rep, was promoted recently to Western Sales Manager of Atari Canada. Atari Canada's Rob McGowan has taken over Educational Sales from Bruce Corbett who left in recent restructuring. Rob reports that interest in the Atari product is showing definite signs of improvements in the school system.

Atari Canada has agreed to attend and support the PACIFIC NORTHWEST ATARIFEST, to be held June 15th and 16th at the Steveston Senior Secondary School, 10440 Number Two Road, Richmond B.C. Canada. drawing as many as 3,000 to 5,000 users from Washington State and Western Canada. This is the first major Canadian Atari show west of Toronto. Two stages and two lecture halls provide for ample seminar and demonstration areas. Z*Net Online will be reporting LIVE from the floor of the event. Developers, retailers, and User Groups should contact TerrySchreiber at (604) 275-7944, T.Schreiber1 on GEnie, or Node #505 Atari West BBS on F-Net.

In mid-February, Atari recognized CompuServe's Portfolio Forum as an Official Atari Support Site for Portfolio Users. Atari President Greg Pratt says that Atari technical support representatives and representatives from most of the Portfolio software developer organizations can now be contacted online through the Forum facilities and CompuServe's electronic mail network. A special area has been set up on the CompuServe Portfolio Forum for new announcements on hardware and software. CompuServe's library includes more that 300 files for the palmtop MS-DOS compatible computer. CompuServe is offering a complimentary introductory membership booklet to the CompuServe Information Service including an initial $15.00 usage credit. Call (800) 848-8199 and ask for representative 198.

A new regular band member for the popular ARSENIO HALL SHOW, a syndicated weeknight television show, is the ATARI STACY. Look for it in the center of the band stage, clearly visible many times in the program. The portable ST computer has been shown several times in close-up, notably in the "return bump" shot of the band after the second commercial break of the evening. This "product placement" is part of the continuing efforts at Atari's marketing plan to raise public awareness and acceptance of their products.

Editor Tom Byron of START Magazine says that his magazine will begin a bi-monthly publishing schedule beginning immediately. Thus, the FEBRUARY issue will be the first to bear a two-month title, becoming FEBRUARY/MARCH and released in March. Tom says the reasons are corporate-wide and not directly related to START's profitability. Computer industry advertising is down dramatically overall, and cuts are being made in several of START's parent company's lines. AMIGA PLUS was discontinued altogether. However, Tom says that he expects that START will return to a monthly schedule at some later date when the industry picks up. A sister publication to START specializing in PC computers shows signs of being a large financial success, and if so, START may be returned to monthly status soon. Tom Byron adds that subscribers will get the number of issues they paid for, and that he hopes that each issue will be larger and feature more in-depth articles.

Step Ahead Software announced TRACKER/ST v2.5, the latest update to its mailing list, mail merge, and person tracking software. The biggest change is fully support for WordFlair II, the document processor from Goldleaf Publishing, and support for the Atari TT in all resolutions. Tracker/ST's suggested retail price remains $79.95. Registered users may upgrade for $7.50. Step Ahead Software, Tracker/ST Upgrade, 496-A Hudson Street, Suite F39 New York City, NY 10014, (212) 627-5830.

Maxwell Computer Products Unlimited is now

Continued...

...Z*Net Newswire

shipping "Exposé" forthe Atari ST. Exposé offers a notepad and a graphics window from a desk accessory. It also gives quick display of the disk/partition free space, editable date/time, access to the file selector, a screen snapshot, a formatting function, access to the extended ASCII character set and a display of the free system RAM. The Exposé notepad can send portions of the notepad directly from Exposé to the main program being utilized (e.g., a word processor). The window displays DEGAS, DEGAS compressed, Neochrome, Tiny, IMG, GEM and Macpaint file formats. Low or medium ST pictures are converted to high resolutions. Clipped areas of the image can be edited then saved in IMG format. $39.95, from dealers or Maxwell C.P.U., P.O. BOX 576, Louisville, CO. or call (303) 666-7754.

Soft-Aware has improved INFORMER II, their relational data/image manager system, now in version 2.03. Image files are logically connected to records within the database and accessed for casual or "slideshow" viewing. The number of data fields is up from 36 to 52. You can now view external image or text files, even HEX files. Most of the Change, Find and other options have been enhanced or expanded. The main work screens and many of the dialog boxes have been worked over as well. INFORMER II runs on the Atari ST, STe, & TT series of computers, with the PC version to be available soon. Soft-Aware, Unlimited, 334 "B" N. Euclid Avenue, Upland, CA 91786, (714) 982-8409, GEnie: R.SKRALY

A BBS operator, at odds with the Michigan Bell Telephone Company, failed to provide required documents and had his lawsuit dismissed in January. The suit has enjoyed substantial publicity, but the Sysop of the "Variety and Spice" BBS, Jim Emhauf, reportedly misunderstood Court instructions and failed to comply with orders that resulted in the dismissal. Emhauf has been acting without an attorney. He may file a new complaint and begin again in his effort to prevent Michigan Bell from imposing business rates on his BBS. While Emhauf had predicted that as many as 300 people would attend his hearings in support of the BBS community, fewer than 5 appeared at the dismissal.

Several BBS systems in the Sacramento area have been exceptionally active in pirate files, and have additionally been harassing local Atari user groups. Atari Corporation has added their assistance to that of Pacific Bell's Electronic Fraud division, and several boards have already gone down with more action to come. A representative indicated that they felt that they had an excellent chance of busting a major piracy ring, and that only the final portions of the investigation remained.

Electronic Arts has announced a series of new games for the ST and other computers. Scheduled for release now or in the next weeks, they include:
* From CINEMAWARE, "AIR STRIKE USA" is a combat flight simulator. It combines arcade action and strategy to control the Advance Tactical Fighter II in a variety of intercontinental scenarios. ($39.95, available for ST, IBM, and Amiga.)
* Strategic Simulations, Inc, is releasing "CURSE OF THE AZURE BONDS", a sequel to "Pool of Radiance". A role plying adventure, BONDS has 24 high-level spells and characters. ($59.95 for the ST, Macintosh; $49.95 for Amiga, PC, Apple II; $39.95 for C64/128. Cluebook - $12.95.)
* SEGA's hit, GOLDEN AXE is also available for the ST now. Challenge the Death Adder to save the people of Yuria in this arcade game. ($49.95, ST and Amiga; $39.95 IBM; $34.95 C64.)
* "NIGHT SHIFT" is a toy factory scenario arcade simulation from Lucasfilm Games is now on the Amiga and IBM with ST and C64 versions to follow. ($39.95)
* "CRACKDOWN", also from SEGA, features cyborgs of the evil Dr. K, who wants to destroy all purely biological life. ($49.95 ST and Amiga, $39.95 IBM, $34.95 C64.)
* UBI SOFT has "B.A.T.", the Bureau of Astral Troubleshooters. An adventure that lets you live out every aspect of life as an agent who can save Terrapolis on the planet of Selnia. Over 1,100 places can be visited in the game. ($49.95 for ST, IBM, Amiga, $34.95 for C64.)
* "DRAGONLORD" from Cinemaware, is a strategic role play game in which you guide dragons as your weapons of combat. You need to hatch and raise them too! ($49.95 for ST, IBM, Amiga.)

Nintendo announced in February that it will work with Sony to develop a compact-disc player for Nintendo's "Super Famicom" video-game system software. The development of a CD Player will help Nintendo introduce a new generation of video-game computers after "Super Famicom," which was introduced last November in Japan.

A jury in a suit brought by Thomas J. Rattigan, formerly president and CEO of Commodore, returned a verdict in favor of Rattigan, finding that his dismissal by the company was improper. The suit sought damages of approximately $9 million. A determination of the amount of damages to be awarded will decided by the court in the next few months.

IBM scientists have built the world's fastest high-capacity memory chip. The new chip can send/receive eight billion bits of information per second. The chip is a Static Random Access Memory (SRAM) chip that holds 512K (524,288) bits of information. The chip also holds the world speed records for both cycle and access time for memory chips with more than 64K bits of information storage.

Ziff Communications announced "Computer Select", a complete CD-ROM-based computer product information database designed to stretch support resources and promote cost-effective purchasing. Computer Select, which begins shipping in February in single-user and LAN versions, contains powerful search software that allows users to cross-index products, companies, publications, topics, or any word or combination of words that appear in the text.

Call the Z*Net BBS - 201-968-8148

ATARI SPEAKS... Continued from page Z*1

professional use, ie. Musicians.. We have them in stock, and can ship now. If you have any particular questions in the music area, please call James Grunke at 408-745-4966. He is our new MIDI guru and ex-Beach Boy member. We will be happy to support an attend any coordinated effort for a user group show in the south. Contact Bob Brodie at 408-745-2052.

About Upgrade paths and dropping prices:

› We are planning a 1.44 mb drive in the future and will also make this available as an upgrade on TTs and Mega STEs.

› We offer more power, features, for less money over time. If we do not lower prices and offer more features, we would quickly be out of business. The 1.44 mb floppy is being designed at present and when the Mega STE and TT were designed, this was taken into consideration. We are not trying to abandon, and will not abandon, 1040 owners. However, we cannot always satisfy issues like this. The VME card is a whole different issue. To offer expansion requires larger power supplies and other components which increases the cost of the computer. The 1040 is a lower priced machine, and therefore cannot have such features. If you don't buy it now, and always wait for the next price reduction/feature improvement, you'll never buy a computer. You'll always be waiting.

› I appreciate that you love your Atari 8-bit system. Unfortunately, most users in the US have been convinced that they need 16-bit or 32-bit systems. Because of this, very few 8-bit machines are being sold in the US. And therefore, little software is being developed. If you have needs for commercial software, come on, let's go for it! Buy an ST!

From his early February Live Conference on GEnie - ***Greg Pratt:*** I have been an associate of Jack Tramiel's for the past twelve years. During that time frame, we went through the most explosive portion of the home computer growth with the Commodore 64.

I was President of the US operations for Commodore during that time frame. After Jack left Commodore, I came with him, and was part of a new start up company called Tramiel Technology. This was the beginning of the company that ultimately purchased Atari. I am one of the six people in the management team that came in when Jack purchased Atari. Since that time, I have held a number of positions with the company, the latest one being the Chief Financial Officer for Atari Corp.

I'd also like to fill you in on some of the current happening here at the US subsidiary. We will use our Strategic Partner Program, where we will be working with approximately 100 key dealers located throughout the US. These dealers will be especially qualified to provide high end customers with the type of support that they require. As part of the Strategic Partner Program, we will be working with key developers in each of their areas of application. We will be using distributors as a secondary method of distributing our products. The Lynx, the Portfolio, and the STEs are all in distribution now. The only products that will be held back from distribution will be the TT. We feel this will enable us to have a greater penetration throughout the US market. We have lowered our suggested retail prices on our machines:

* 1040 STE - $599.95
* Mega STE (2mb, 50 mbHD) - $1699.95
* Mega STE (4mb, 50 mbHD) - $1849.95
* TT030/2-50 - $2399.95
* TT030/4-50 - $2799.95
* TT030/8-80 - $3799.95
* Megafile 30 - $599.95
* Megafile 44 - $899.95 w/cart
* Megafile 60 - $799.95
* SLM605 Laser - $1295.95

From his January Live Conference on CompuServe - ***Bill Rehbock:*** My title is actually Director of Technical Services. I have been with Atari since September of 1990. I have been an Atari user since the 400 & 800 days... I have been a registered ST developer since July of 1985 when I purchased my dev kit with 520 ST for about $4000!

The position is actually a new one for Atari, my predecessors all worked for Atari Corporate... and my role is much, much more closely situated to the sales side of things. I think the best thing that Atari can do is get product back out in the market. It's one of the reasons that I am —very— closely tied into pricing decisions, etc. I truly believe that things are headed in the right direction. The 1040STE is now available to dealers through distributors... the "It takes $20,000 to be an Atari dealer" crap is gone... the new pricing is right.

On the developer side... I need APPLICATIONS. Nothing against anyone, but we've got more darn utilities than Peter Norton would ever know what to do with. If the effort was spent in developing application software, the world would be a better place.

SoftSource is Dan MacNamee's puppy, and is definitely alive and well. We are waiting for the entries to come in from Australia... and the rework of the CDAR504 to be finished. Chinon discontinued the mechanism that we were using in the 504, but we WILL have a replacement very soon. Until then....there is no reason why developers can't take advantage of MetaDOS (the device driver for things like CDROM players, CDROM Juke Boxes, etc.) and do software for anybodies CDROM drive.

Keeping the computers in stock is a very high priority now, the dealer program for the first time in 4 years makes sense, and if I'm crazy enough to relocate from Chicago to Sunnyvale, you should all hang in there just a little longer to see how Atari performs. There are no promises this time, just action! The TT runs rings around a 386 with Windows-3, Microsoft is starting to get the 'emperor has no clothes' press it deserves, and Macintosh dealer margins are falling. We could surprise a few people very soon.

VIDI-ST GOES 4,096 COLORS! VIDI-CHROME ST FIRST REVIEW

by John Nagy

Almost two years ago, the VIDI-ST video digitizer came to America from Scotland... and instant live TV graphics have never been the same for the Atari ST. Now, the next step has arrived, and full color is now available for VIDI pictures... for $39 or less!

Vidi-Chrome ST is a software package that includes three color filters for use over the lens of a camera, and requires the original VIDI-ST cartridge to operate. While the VIDI-ST alone does quality instantaneous "grabs" from any video signal, live or tape, it does so in a monochrome, or rather, 16 shade picture. While the shades may be a color tint and are displayed in Low (color) resolution, they are still a 16 gradient picture. Vidi-Chrome changes that. And the results are stunning. I wish we could share some of them with you here in print, but SPECTRUM pictures must bee seen on screen to be appreciated.

While the software of Vidi-Chrome is quite sophisticated in adjustability and features, the essence of getting a Spectrum-format 512 color (4,096 available on the STe machines!) is simple enough: Take three "grabs" of the same picture, one each through a red, blue, and green filter, then merge the three, and sort the results into a color picture.

After only five minutes of fumbling through the 44 page manual, I was doing my first picture. Even though the book warned me not to expect much from a first attempt, my finished 512 color picture was amazingly accurate. Later efforts produced even sharper images, spurring me to what was almost an all night play session. I found that small readjustments in contrast and brightness make large changes in the quality of pictures. While most pictures are good, some extra care can make them outstanding.

Other Z*NET staff members have been busily comparing the ease of use and quality of color reproduction of VIDI-CHROME against COMPUTER EYES/ DIGISPEC and other software. They report that VIDI-CHROME wins hands down on repeatability and color accuracy... as well as being much faster.

The flexibility of the Vidi-Chrome software is remarkable, allowing color pictures to be saved or loaded into DEGAS, NEOCHROME, ART (Vidi-ST's own paint package), IFF/ HAMM (standard for file trades with IBM and Amiga, including the Amiga version of Vidi-Amiga), Spectrum Compressed and Spectrum Uncompressed. Yes, you can do full color pictures in the 16 color DEGAS format, as Vidi-Chrome will choose the best mix of palette and dither the colors together to produce the best representation of the original picture possible. While the 16 color modes are less sharp and not as smoothly shaded as the 512 mode, they are satisfactory for many pictures (and smaller and more versatile).

DEGAS palettes can be manually tweaked and re-merged with the picture, allowing the user to add in, for instance, an eye-blue where the computer had decided to skip that color as underrepresented in the overall photo. Then when the computer re-merges the picture, it will use that blue where it should, bringing back a detail where it had left it out before. Needless to say, using the 512 color mode is easier, as the computer does all the work. Overall color rebalancing can be done via a menu where the input of each color can be adjusted. Black and white cameras can also be used to produce full color pictures!

With the right camera technique and a sharp subject image, the 512 color mode brings far more detail and subtlety into the picture that can be imagined by inspection of the single color grabs, which until now have been all we had to offer with Vidi-ST. The results are as sharp and as true colored as any color digitized Spectrum pictures yet seen on the ST, but much faster and easier to do. I have not tried the system yet using an STe machine (drat!), so I can only assume that the 4,096 color operation will be even better, smoother, and sharper. However, one may create 4,096 color pictures on any ordinary ST, for display on an STe machine.

Editing features abound on Vidi-Chrome as well. Flips and negatives, pasting windows, merging pictures of different original formats, etc. The three source frames (red, green, and blue) can be saved for later use, to be merged at will for whatever project you might want. Sequences, the high point of the monochrome operation of Vidi-ST, cannot be made in color.

Also mentioned in the manual, in a flyer inside the Vidi-Chrome package, and even on the outside packing sleeve, is "VIDI-RGB", a hardware color splitter, listed as available for 69.96 pounds... about $100 US. While this device is not yet marketed in the USA, it goes between the camera or VCR and the computer, as well as plugging into the printer port on the ST. When used, it automatically collects the three primary color shots WITHOUT USING THE FILTERS, in real time, all done in well under ONE SECOND. This allows live color captures of all but moving objects, as well as color captures from videotape. A "perfect" still frame is required for the best result. I called Pacific Software, distributors for the VIDI products, to see what the plans might be to start importing the VIDI-RGB device. Mark at Pacific tells me that they may have the first VIDI-RGB units within "weeks"... I'll keep you posted.

In short, the Vidi-Chrome package is an absolute MUST HAVE ITEM for any Vidi-ST owner, and is available for $39.95 retail, and perhaps as low as $30 on sales. You can't beat it, you will love it, and you may not sleep at night for days after you get it. Ask. for it at your software dealer, Vidi-Chrome ST is NOWavailable through any distribution outlet that carries or can get VIDI-ST.

If you can't find a dealer convenient to your area, try THE COMPUTER NETWORK. Z*NET has arranged a good price for our readers on both the VIDI-ST hardware and the VIDI-CHROME software. VIDI-ST retails at $199, and The Computer Network will sell it to you for $155, shipping INCLUDED (domestic USA). VIDI-CHROME, which requires Vidi-ST, is a $39.95 retail but only $35 (again, shipping included to US addresses) from The Computer Network. Visa, Mastercard, and American Express accepted, call (818) 500-3900 during West Coast business hours and speak to Mark Krynsky. Canadian and foreign orders available, call for pricing. The Computer Network is at 1605 West Glenoaks in Glendale, California, 91201. Mark assures me that he can do 5-7 day delivery. Be sure to tell him Z*NET sent you!

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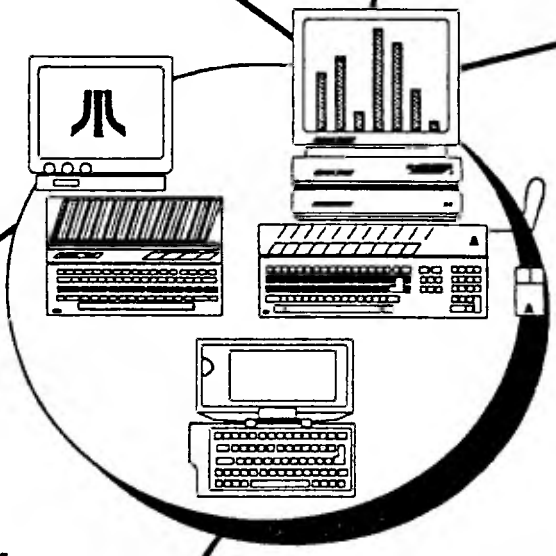

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Bob Puff BobTerm)
Hundreds of Files
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The ST SOFTWARE SHELF

Compiled by Nor Scavok

(Note: Most descriptions are derived from that supplied by the uploader, as I have not tested all of these. Filenames are as presented on GEnie and may vary somewhat on other services. Many of these files are SHAREWARE, and users should consult the documentation for restrictions on use without payment.)

FORMDOIT.ARC - (Program and documentation Copyright 1991, Gribnif Software) FormDoIt alters the way that dialog boxes and alerts behave in most programs. Run it once as a program or from your AUTO folder to: use the keyboard to select buttons in dialogs and alerts, position the edit cursor anywhere in a field with the mouse, use shift-left-arrow to move to the start of an editable field, enter any ASCII character from a table or by number, re-define the icons used in alert boxes. Outstanding and useful in almost every program! NOTE: Present version interferes with some programs, including CodeHead's HOTWIRE.

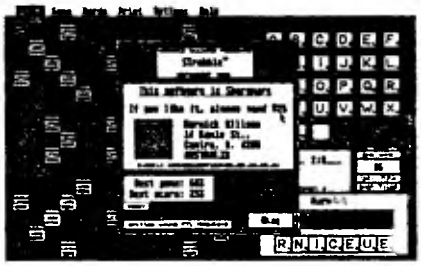
LUCIFER2.ARC - Formerly a demo, here's the full 6-face LUCIFER font family. LUCIFER is a competently done Lucida clone, compatible with Calamus Outline Art. Good for authoritarian body type and a good "serious" headline face as well.

TIEMPO-2.ARC - Complete updated TIEMPO Times clone 4-face font family. NOT a demo font - it's all here!

WK1-TAX.ARC - 1990 Federal Income tax forms converted to Lotus .WK1 format, with semi-automated data entry and online help. Includes worksheets, long from 1040, and schedules A and B.

OPUS-TAX.ARC - 1990 Federal Income Tax forms converted to OPUS format... same as the Lotus, above.

STRABBLE.LZH - This is a shareware version of Scrabble for the ST called STrabble. Written by Warwick Allison from Australia, it has a 45,000 word editable dictionary. It allows for up to 6 human or computer players, or a combination of both. Both color (medium resolution) and monochrome are supported. REQUIRES 1 MEGABYTE OF RAM. Highly recommended.



STEBIG.ARC - Copyright 1991, Atari Corporation. STEBIG.PRG is a 1280 x 960 x 16 color virtual screen driver for the Atari STE series of computers. You may find it useful, you may find that it is simply an interesting demo of the STE's hardware scrolling. (This is not an officially supported Atari product)

STWARCUB.ARC - This is the opening theme from StarWars, sequenced utilizing Tiger Cub from DrT, an Atari 1040 ST, and voiced specifically for the Roland MT-32. The .CUB file is for use with TigerCub, the .MID file is for use with a wide variety of sequencers, such as Cakewalk for the IBM.

USCRIPT.ARC (PS) - Backup or rename your current USCRIPT.PS file and put this one in its place. It allows Apple PostScript files to usually print correctly in cases where the original did not. The file also displays a memory status report during printing that can help you debug memory-related problems.

CAL44.ARC - This is version 4.4 of Calendar accessory, a 30k program that keeps track of special events by position in the month as well as date. It supports 24 events/ day and will also keep track of one time events, deleting them as the event passes or asking if you wish to delete this event. It is also a perpetual calendar.

ABBREVTR.LZH - Abbreviator ST allows you to type an abbreviation instead of words or phrases, and have the abbreviation expand automatically. The ONLY limitation on this DEMO version is a 9 abbreviation limit; Load and Save are intact. Don't waste any more time typing long phrases over and over.

TCBTRCKR.ARC - TCB Tracker is the newest music production program for the ST. It allows even novices to use their ST to create songs. Programmers can use the sounds/ songs in their own programs. Full STe support is built-in. This demo includes a tutorial on how to create your own song and it also has a demo song. All the sound is digital.

DC-FKEYS.ARC - DC Functions Keys (F-KEYS) lets you assign 49 function keys text macros of 40 characters each. A "text" data file is used for easy user editing. For example, use 'A10=WARTHOG' for ‹ALTERNATE›+‹F10› to emulate the typing of 'WARTHOG' when you press that key. Another FREEWARE release from Double Click Software.

CALLTIME.LZH - This is a simple program that calls the Naval Observatory in Washington D.C. and sets your system time. It is shareware and it was written by Bob Areddy. It was written in Assempro.

UNERASE.ARC - This accessory allows you to restore deleted files or directories as long as you have not done any updates which would have modified the directory or FAT. You must know the original complete filename.

NOROACH.LZH - NOROACH allows you to set the length of time TOS will wait before trying to boot from the hard disk on a Mega STE or TT. For ST, Mega, and STE owners, it also has the useful side effect of guarding against floppy disk viruses.

PRGFLAGS.LZH - The next generation of MAKEFAST. PRGFLAGS lets you set program flags so your programs will run in and use the faster TT RAM.

NOTEPAD.LZH - This is a fairly complete text processor in a Desk Accessory, featuring a drop down menu that lets you do things like save, load, search and replace etc.

ARCSHL23.ARC - Version 2.3 of ARC Shell, the program which adds a powerful, easy-to-use GEM interface to ARCTTP and LHARC. This version is now fully compatible with the Atari TT030 computer, and with the ISAC hi-res color board. Also allows access to the 'Include Subdirectories' functions of LHARC. SHAREWARE, Copyright 1991 Charles F Johnson and Little Green Footballs Software.

DATENAME.LZH - DATENAME.TTP is a program which will rename files to names which include the current date minus one day. Aladdin users will no longer be bothered by oversized archive files because DateName turns them into easily-managed daily archives. DateName works especially well from HotWire because it can be chained to Aladdin so that it automatically manages your files. DateName is free from CodeHead Software.

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